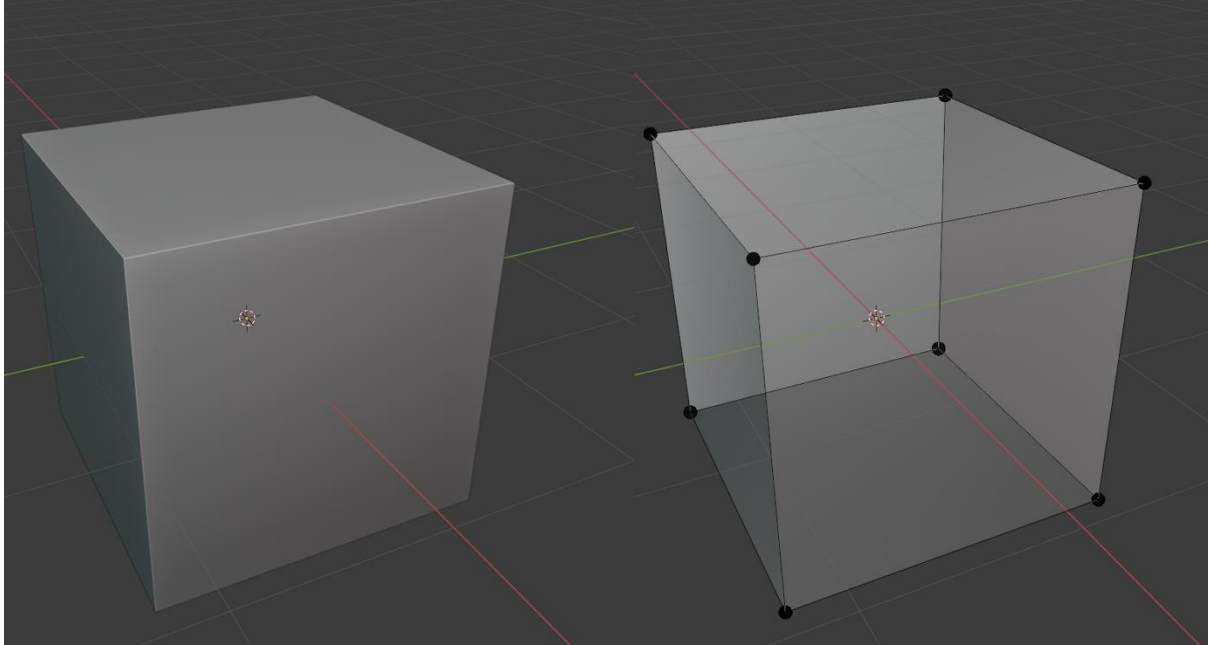
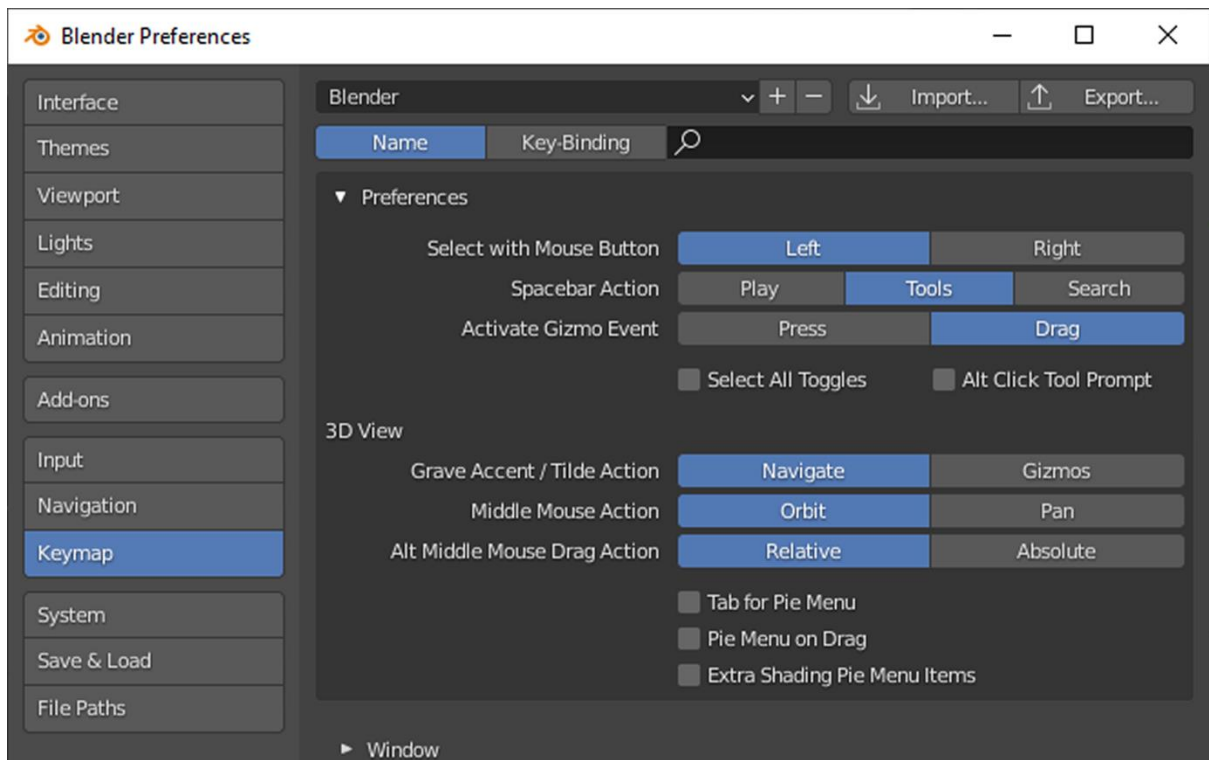
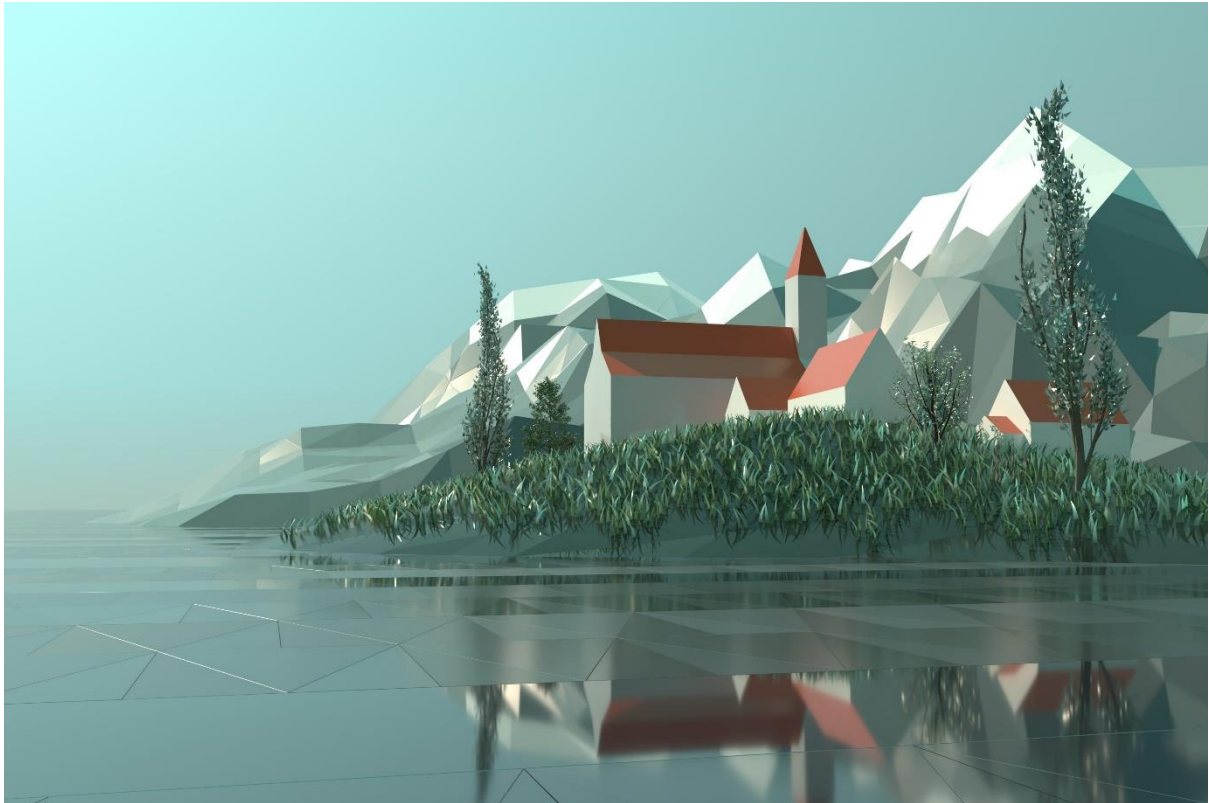
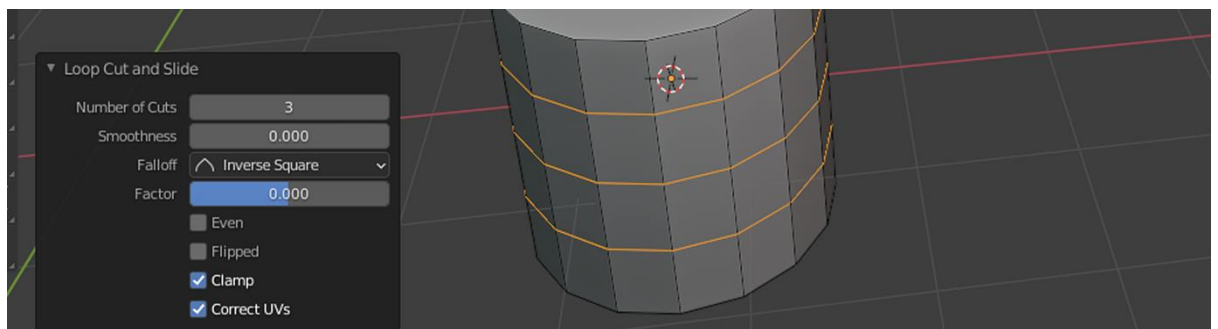
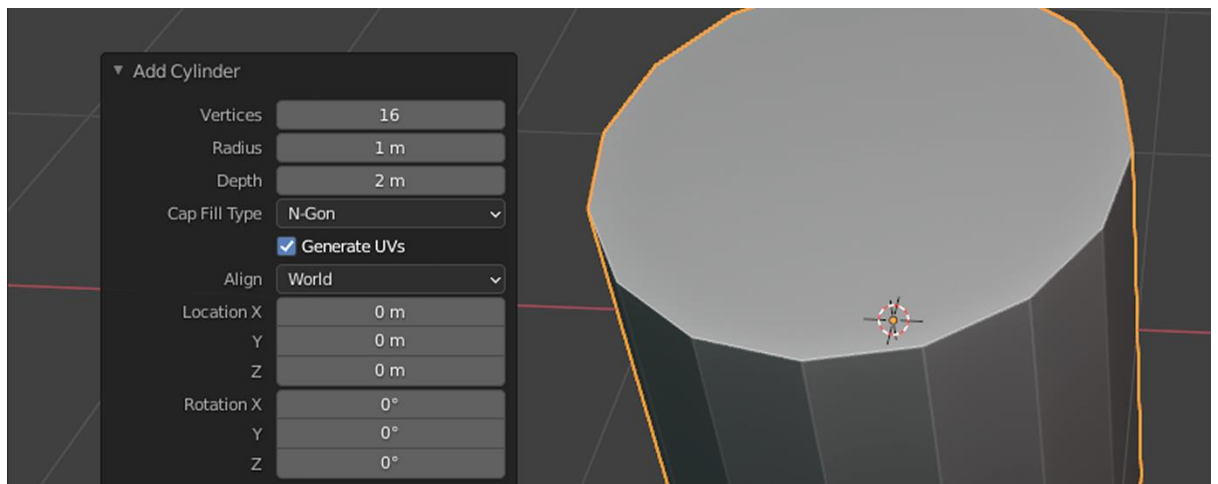
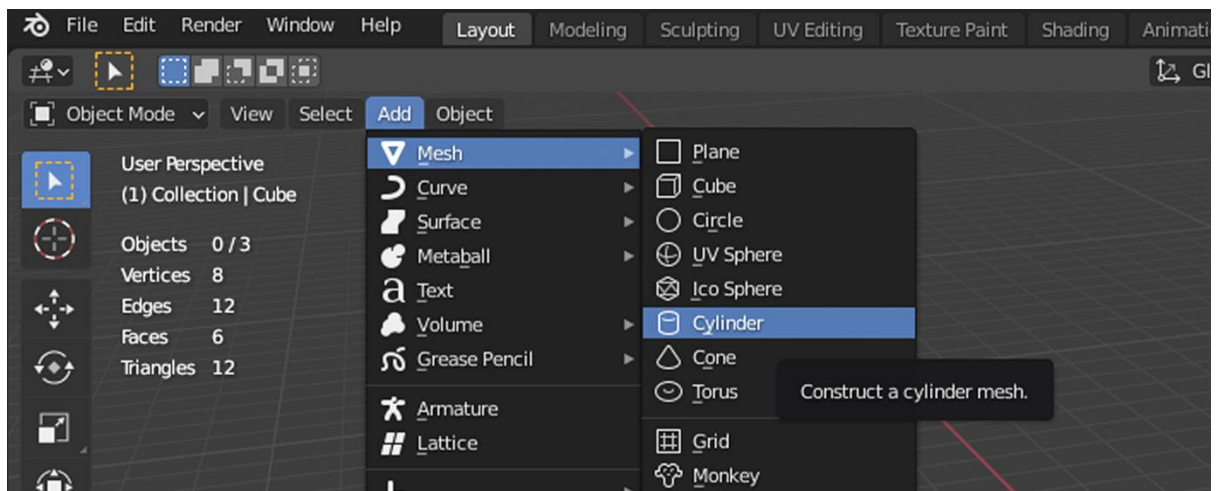
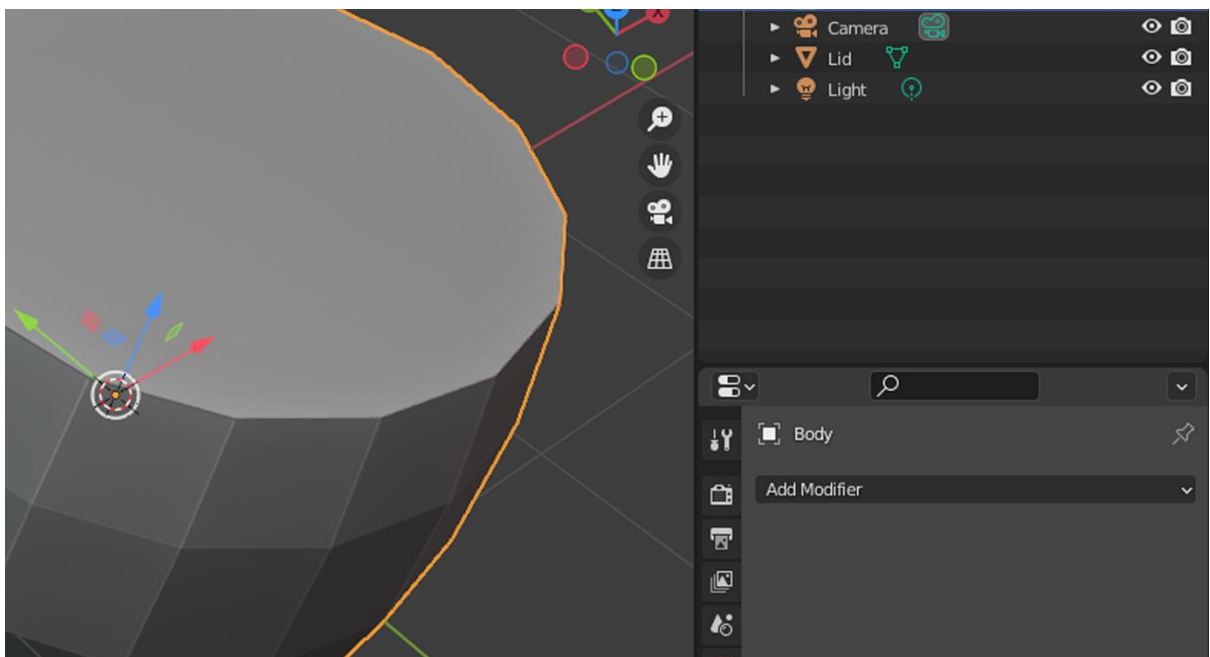
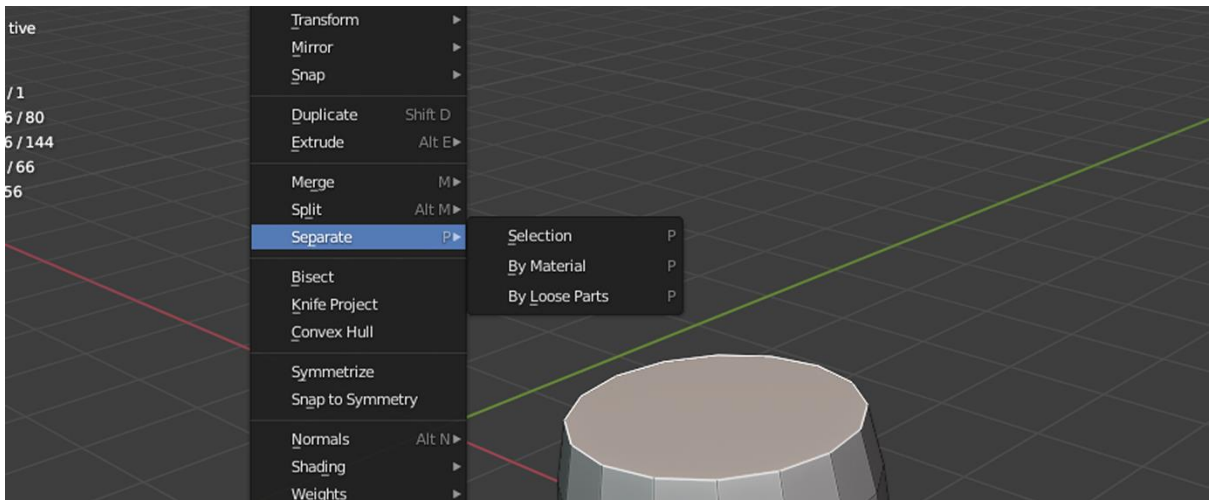
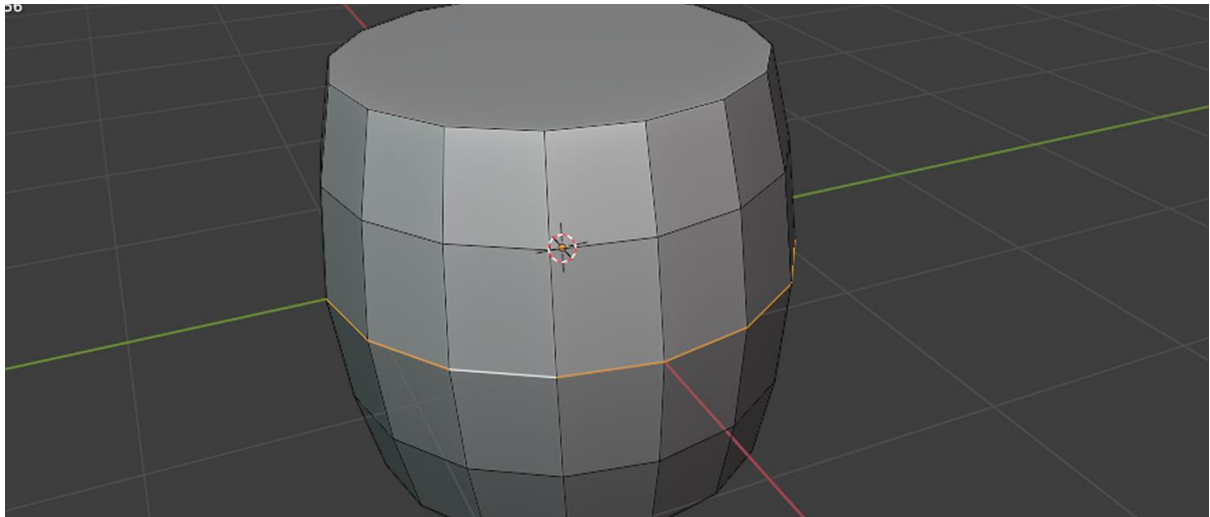


## Chapter 01: Creating Low-Poly Models

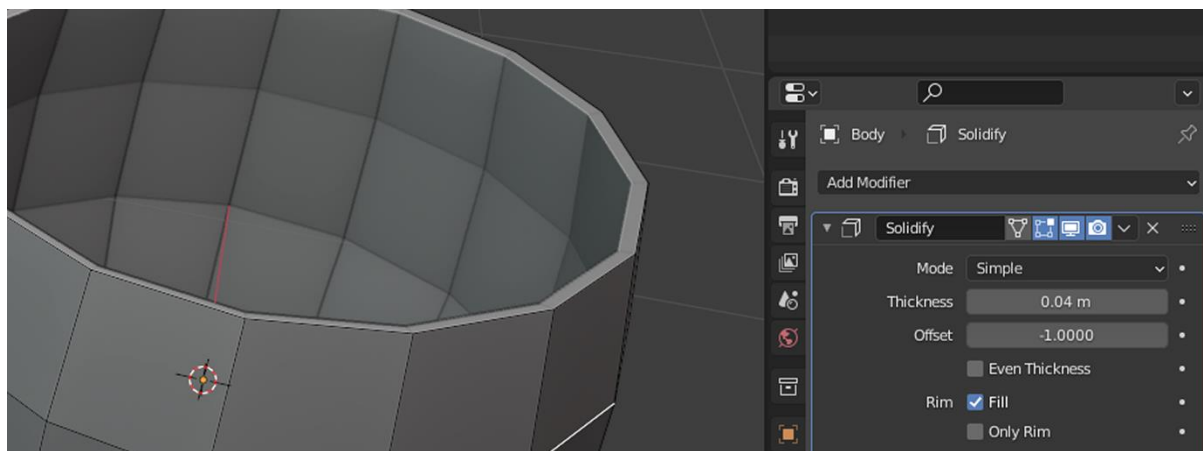
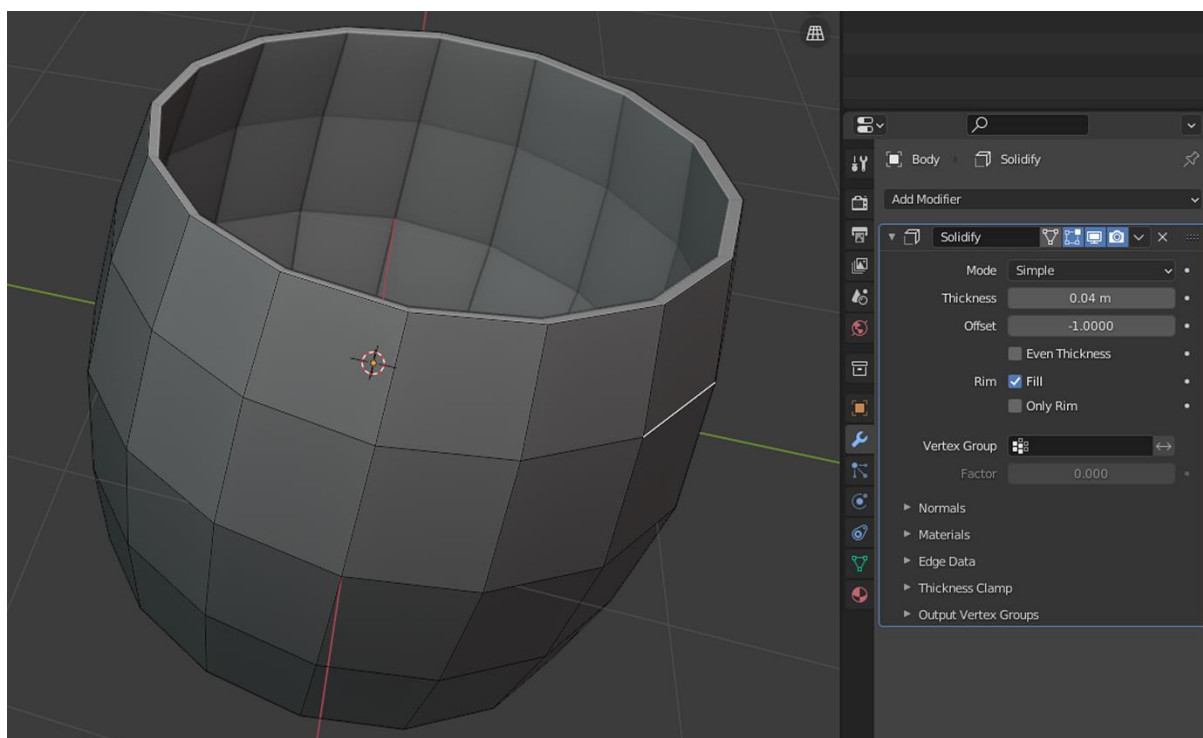


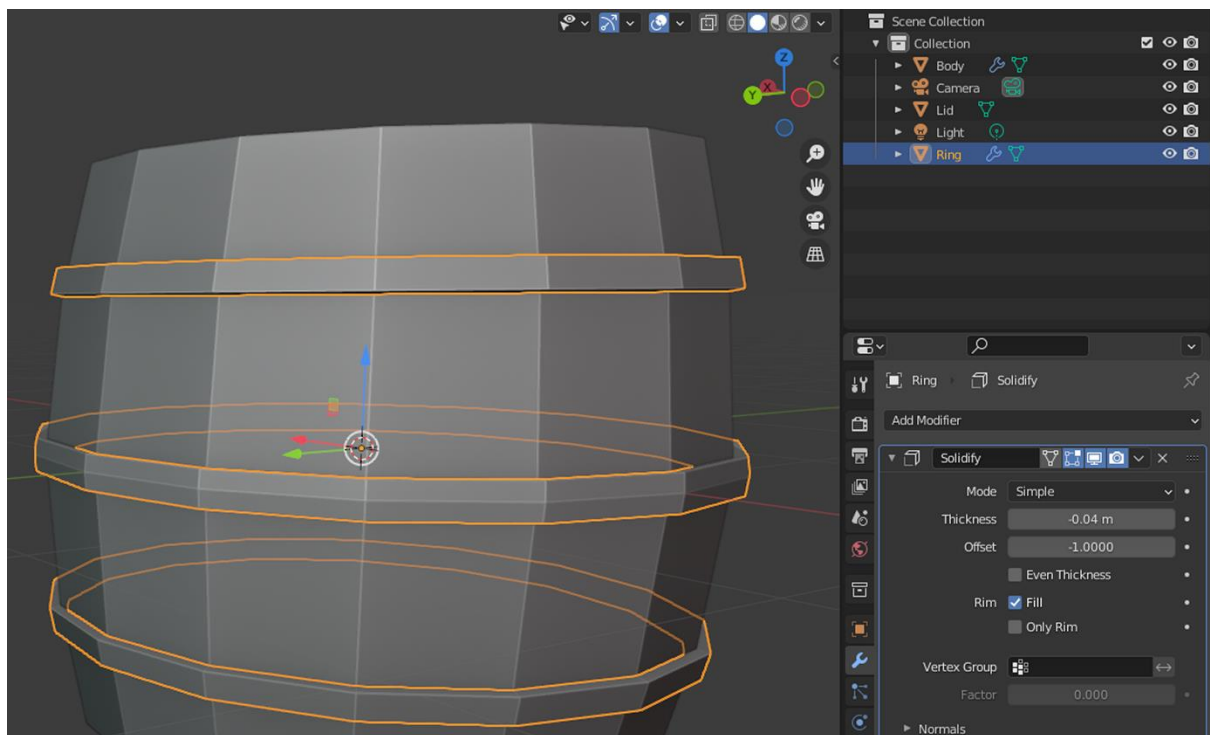
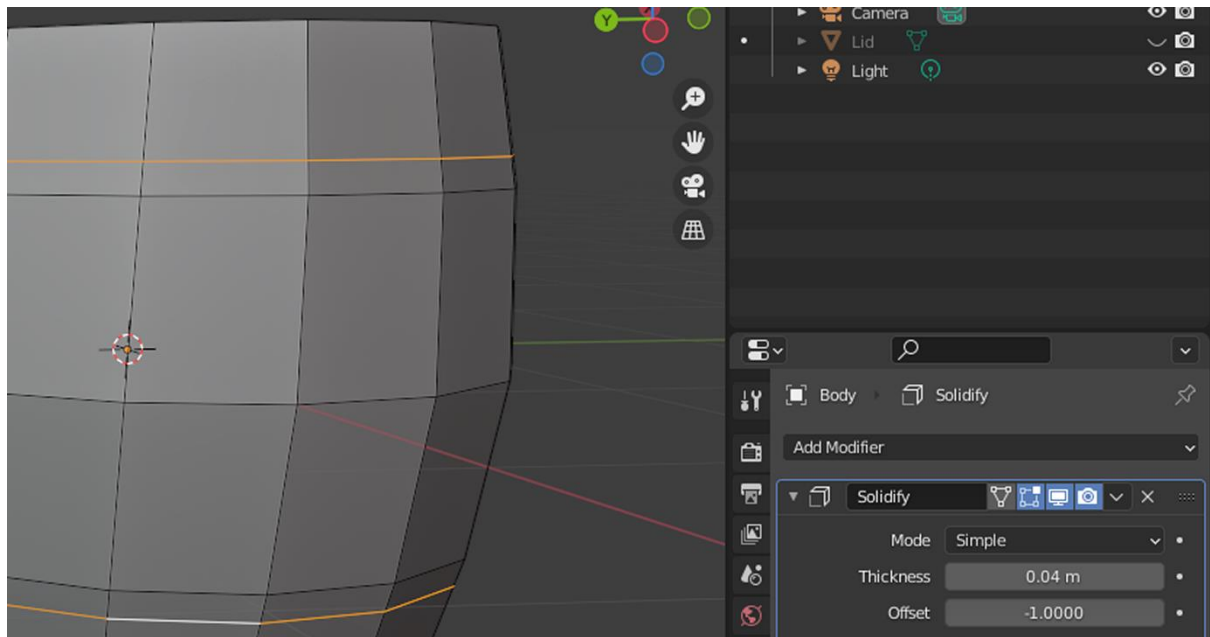


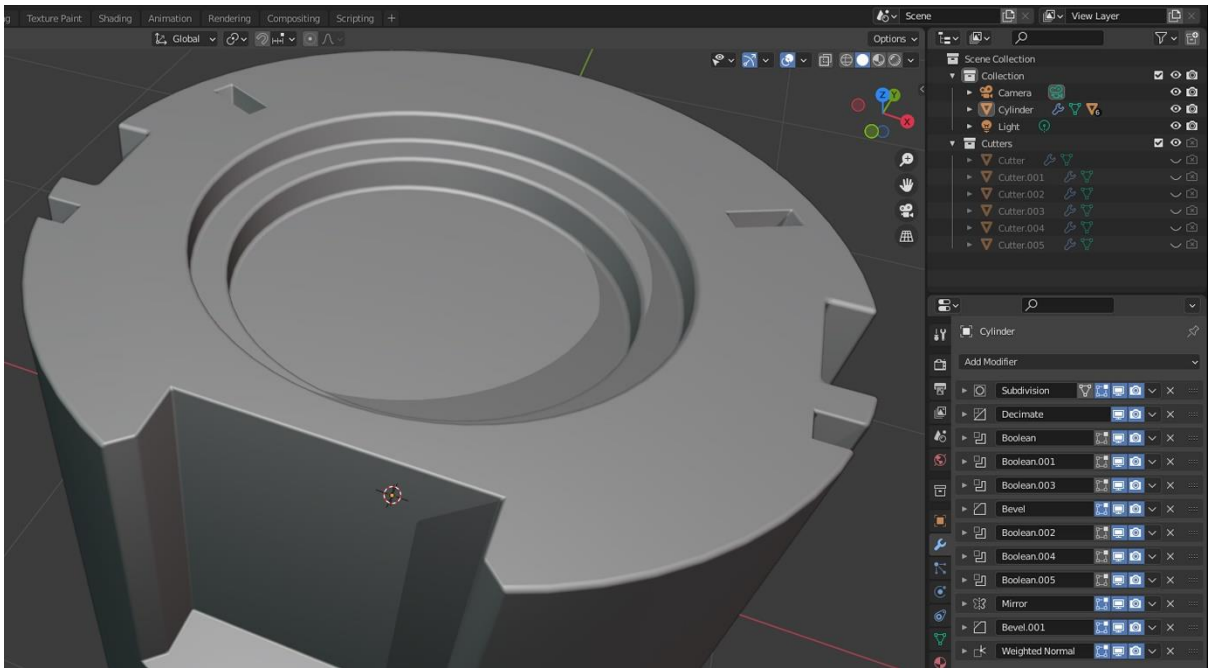
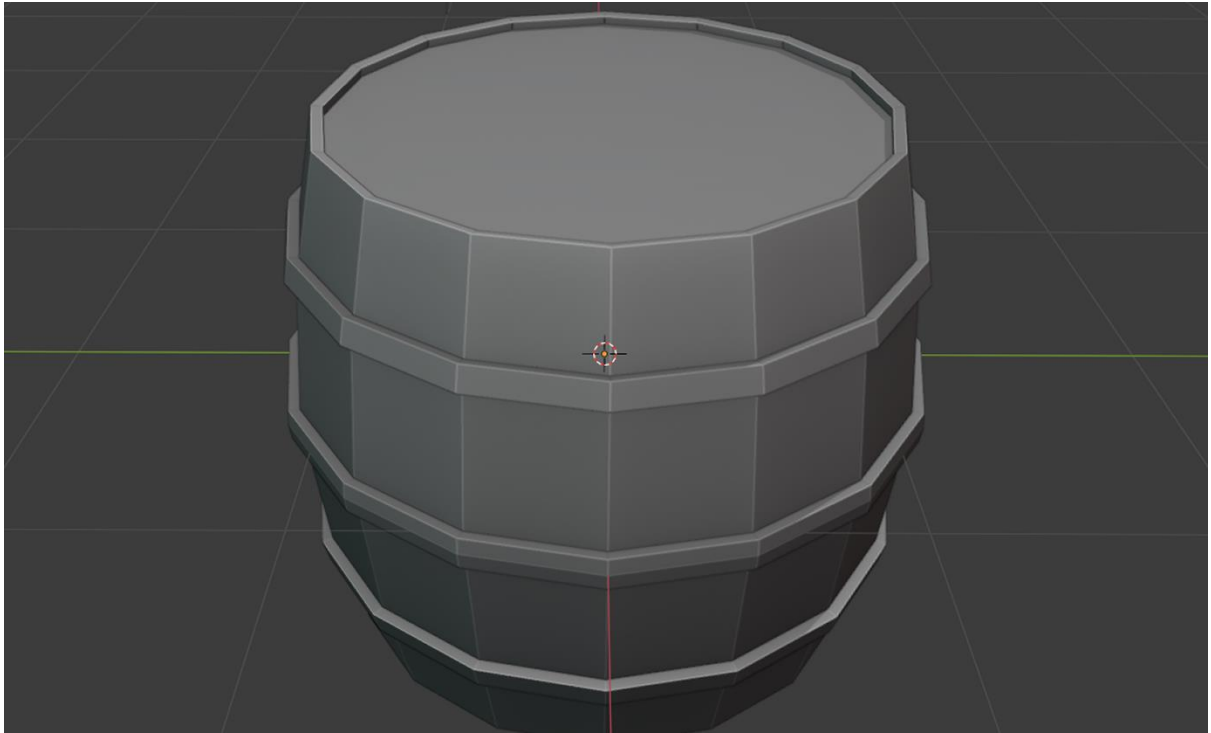




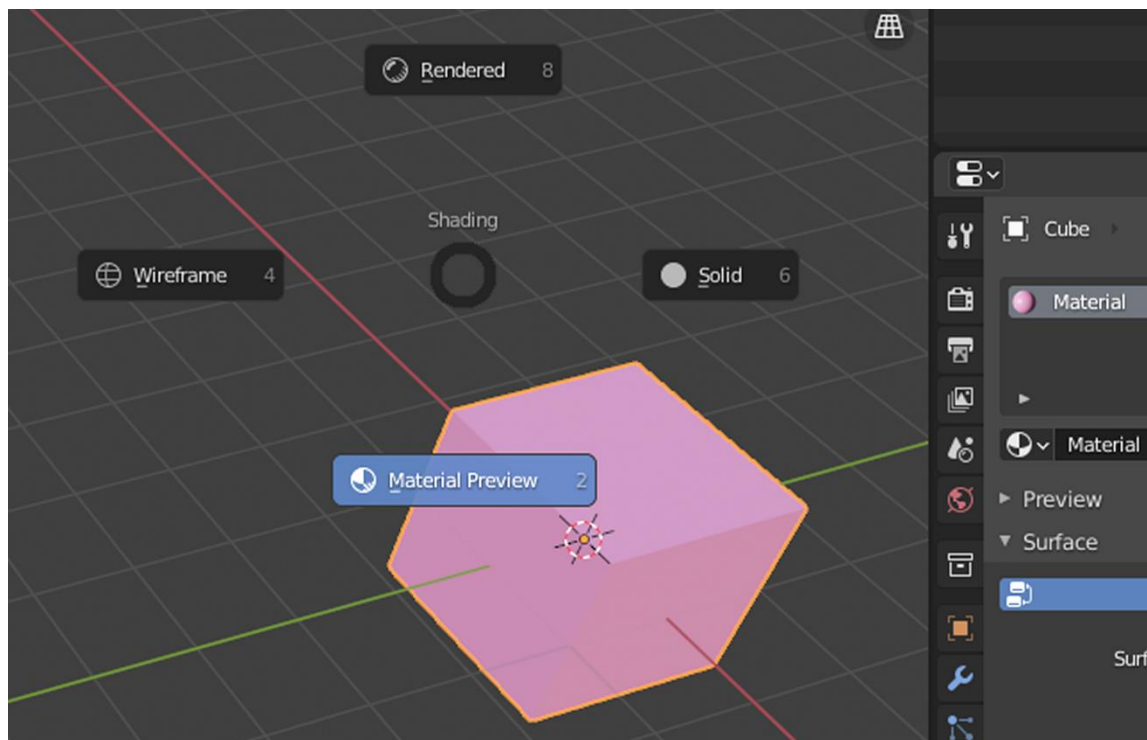
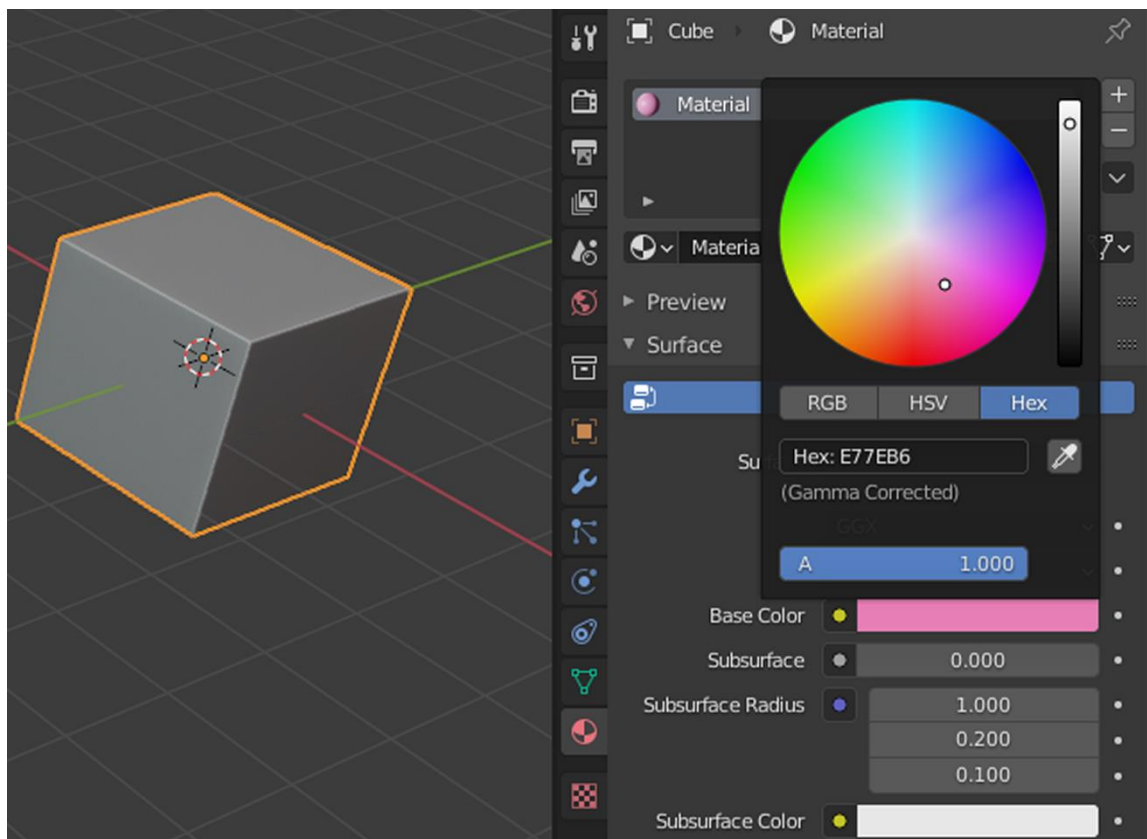


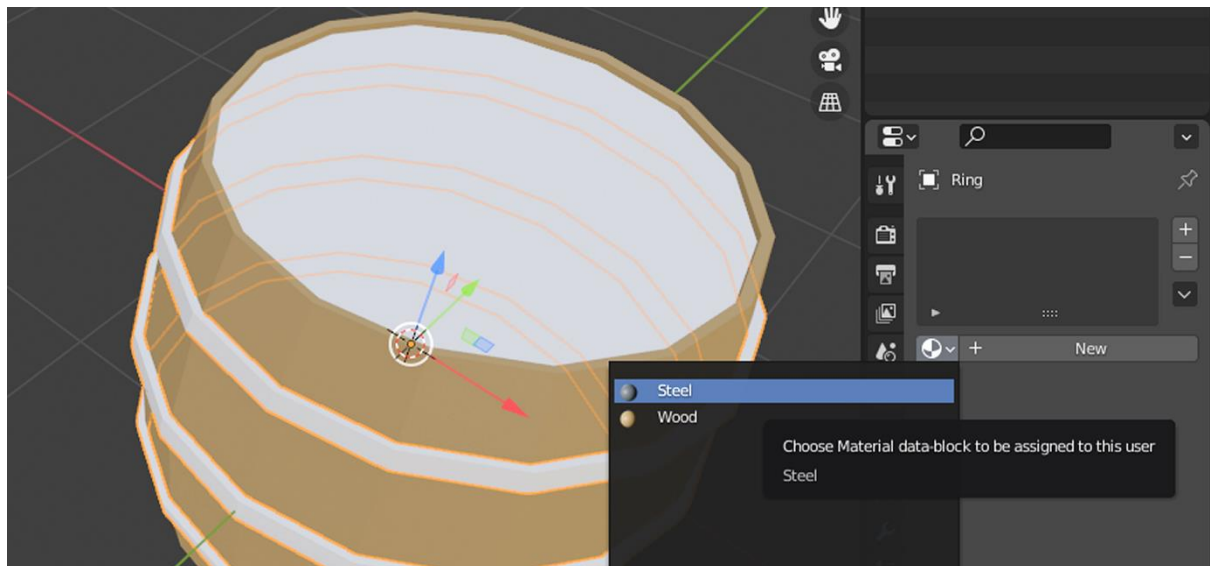
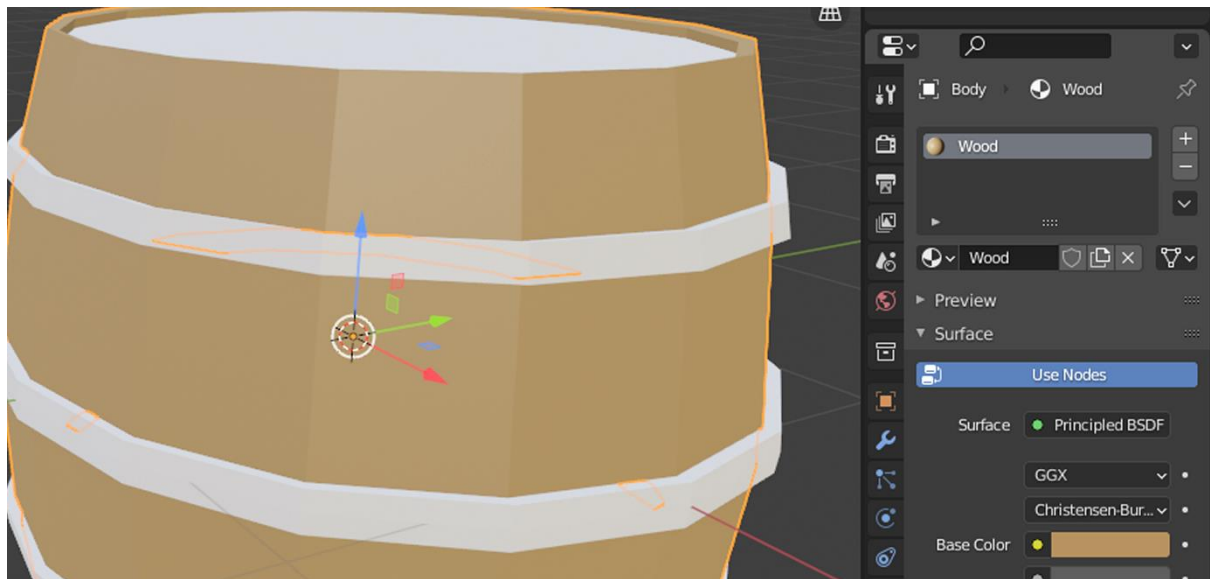




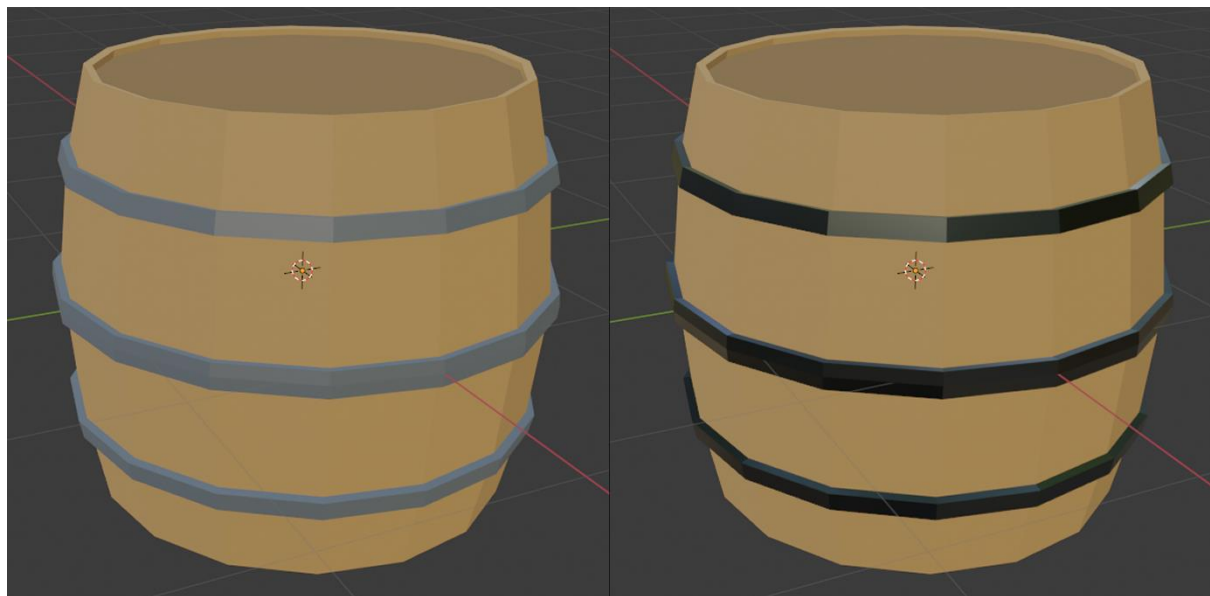
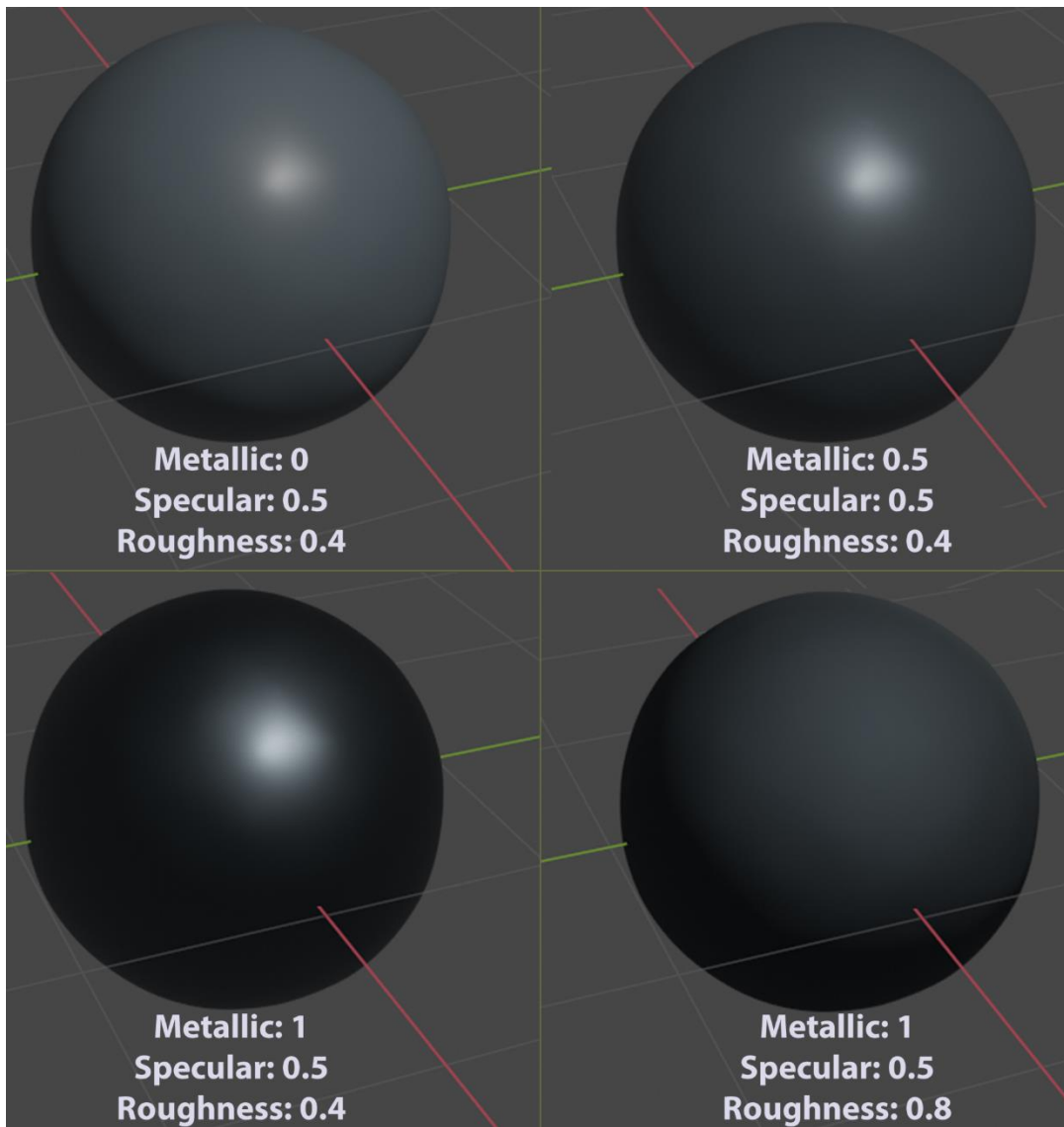


## Chapter 02: Building Materials and Shaders

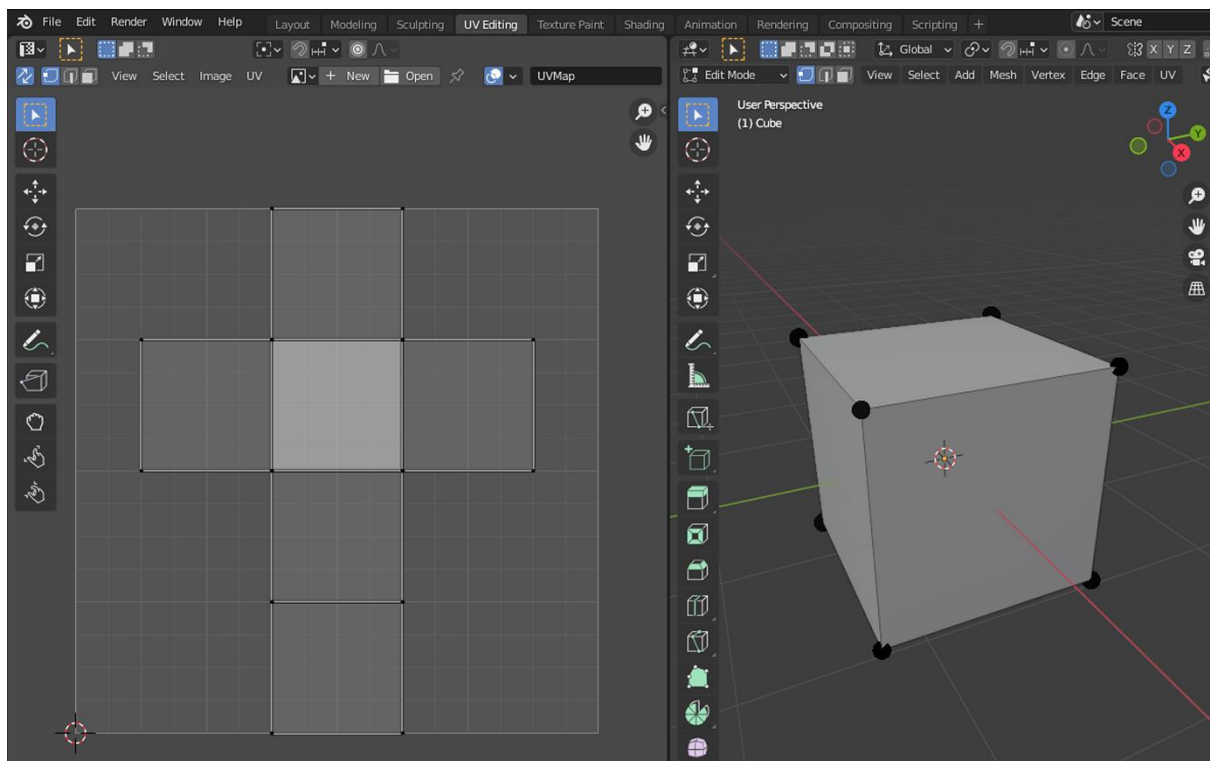
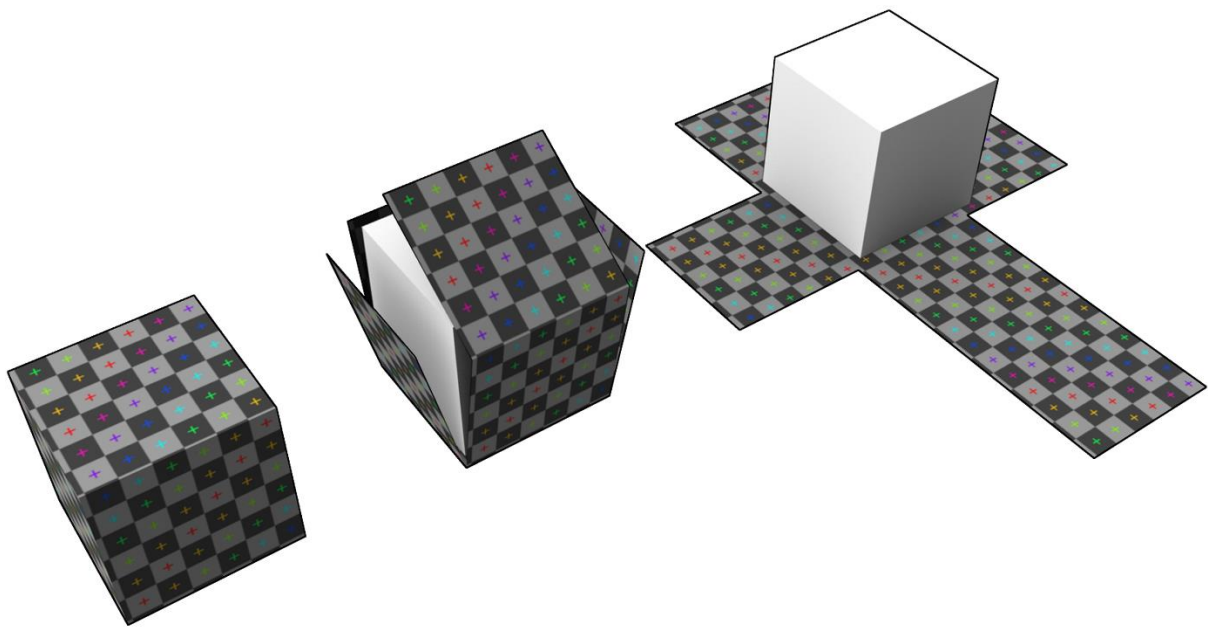


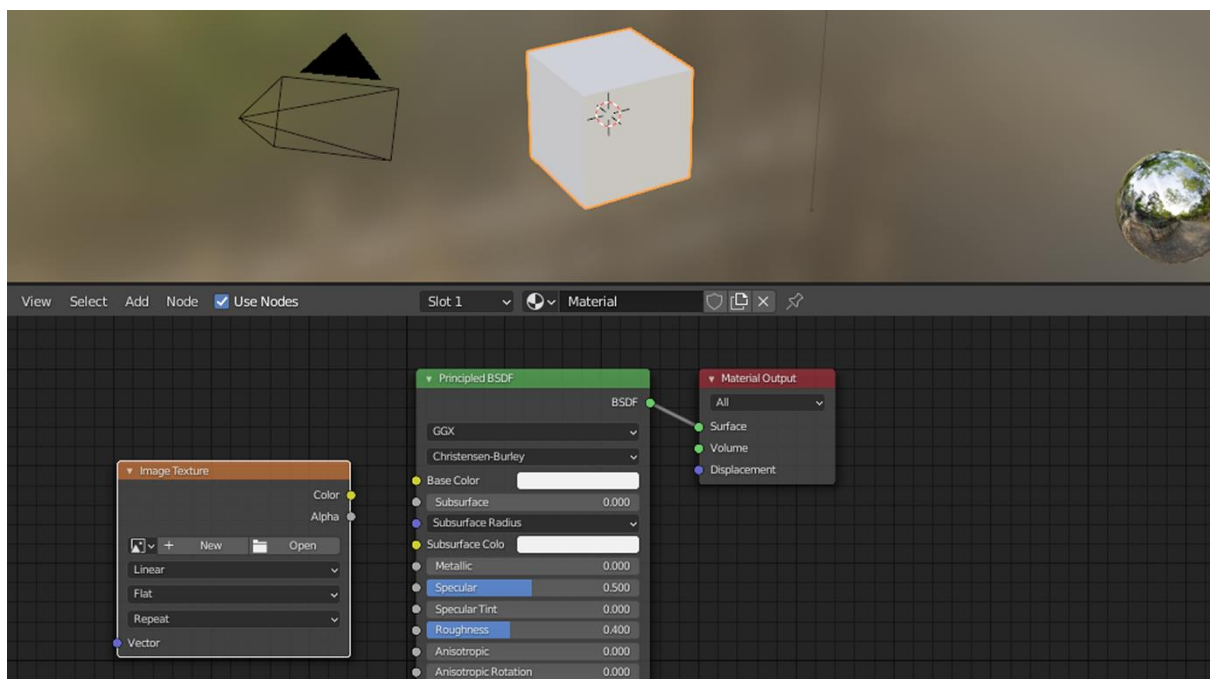
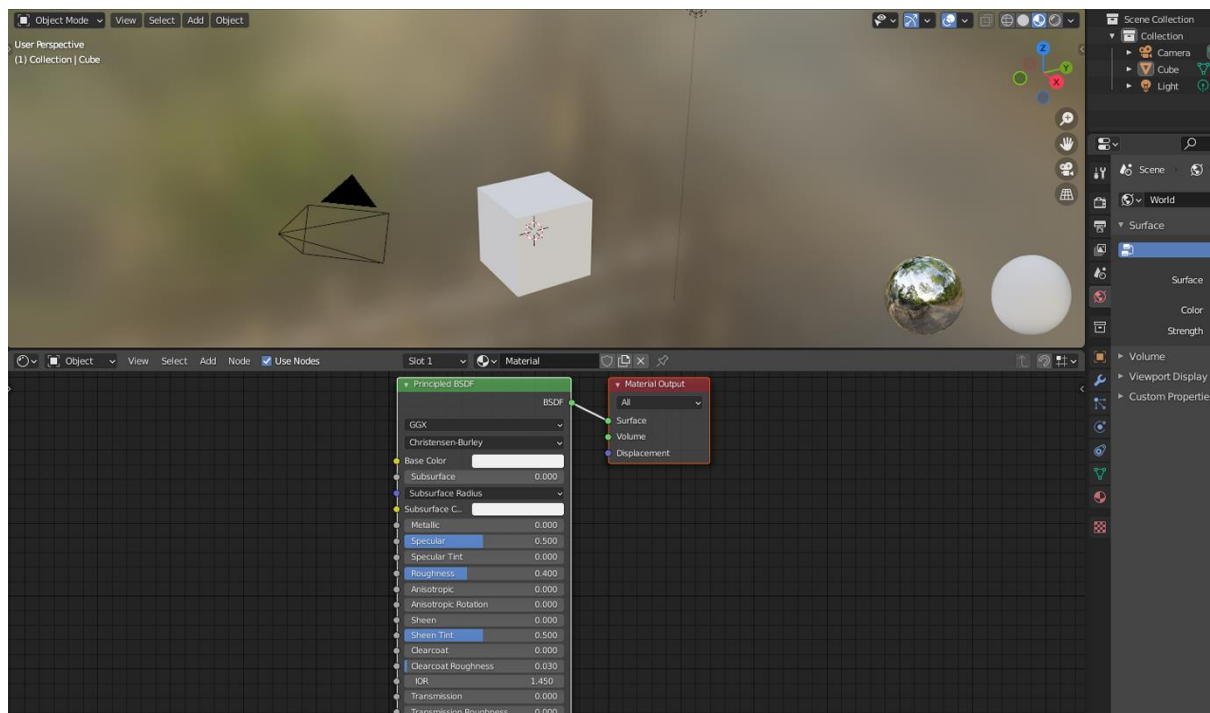


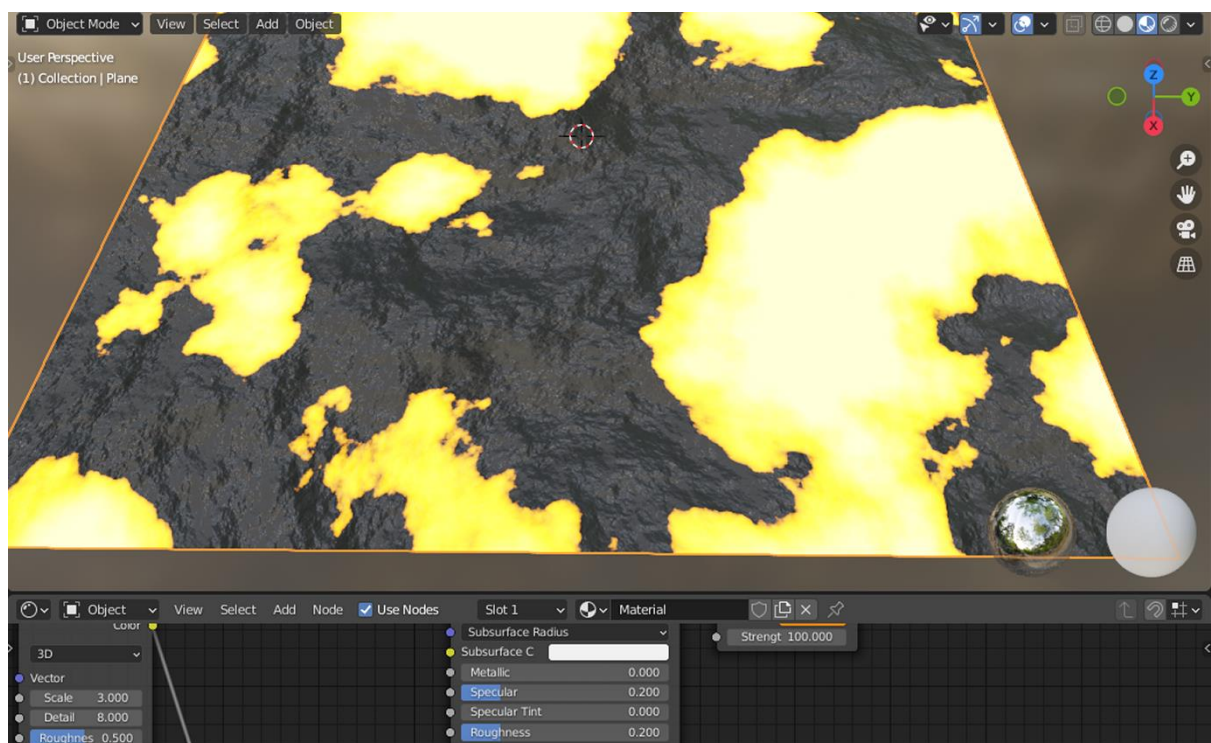
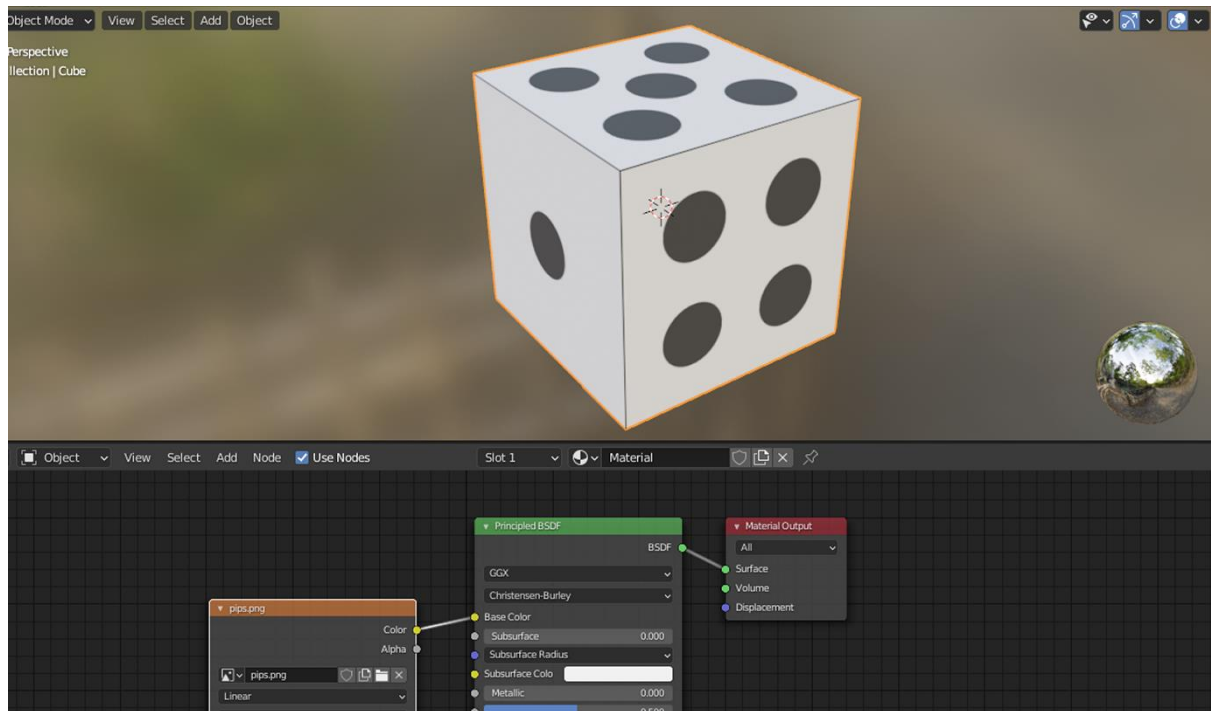


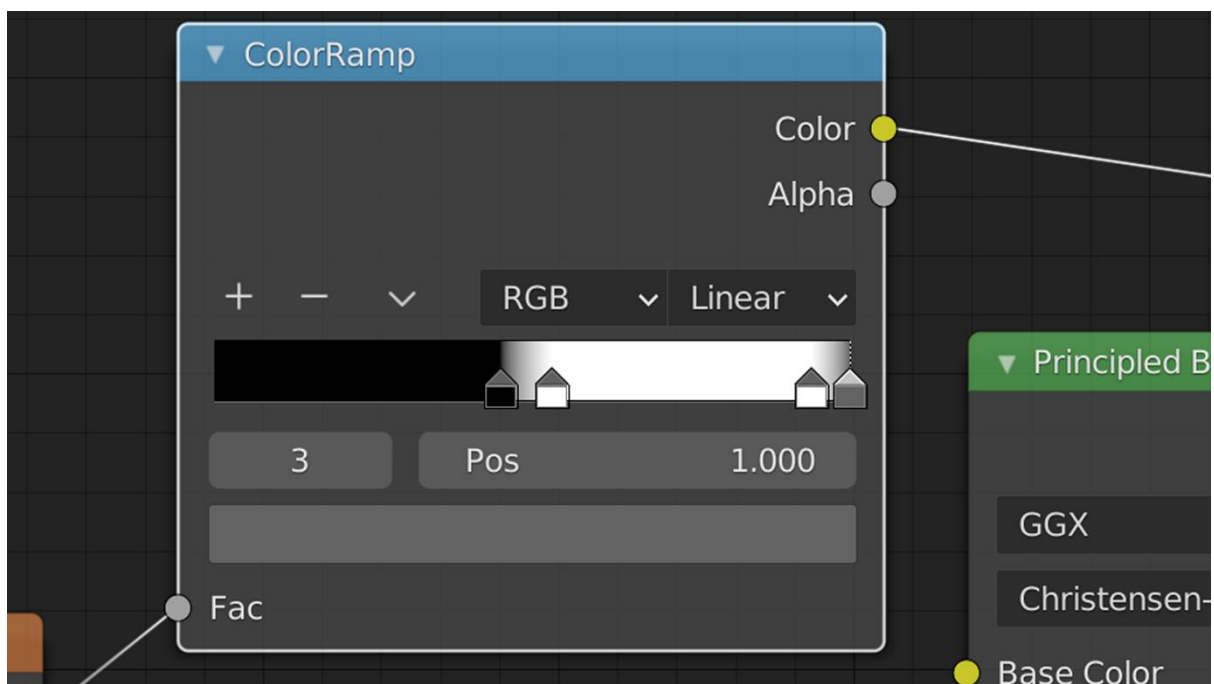
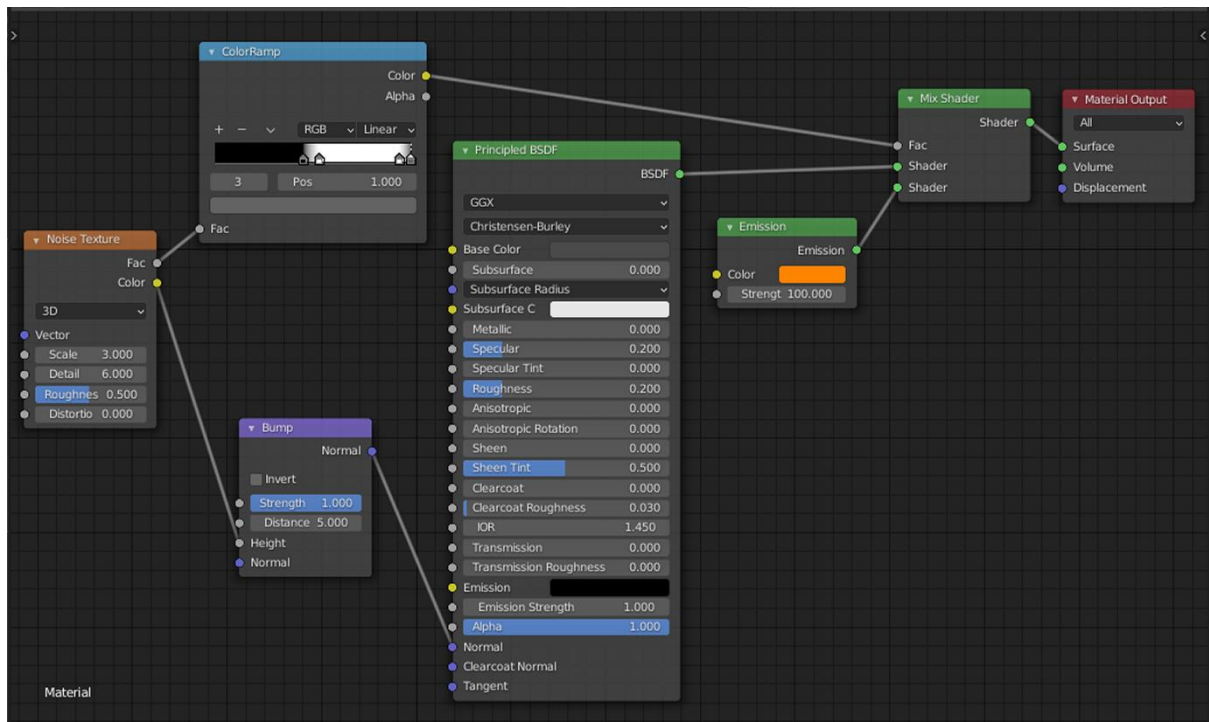


## Chapter 03: Adding and Creating Textures



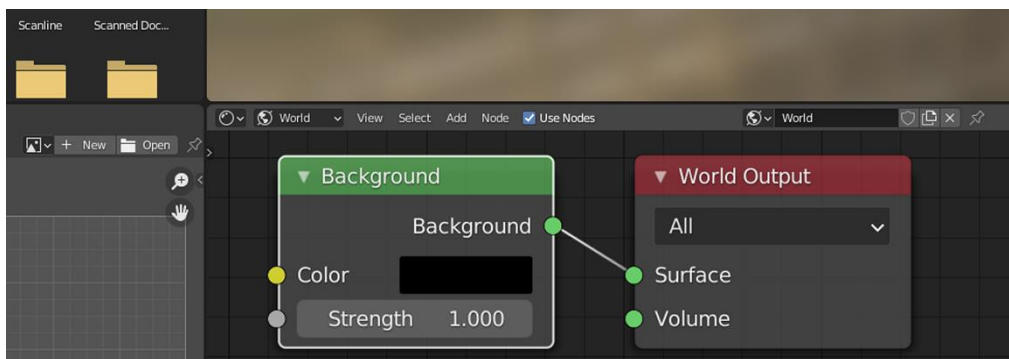
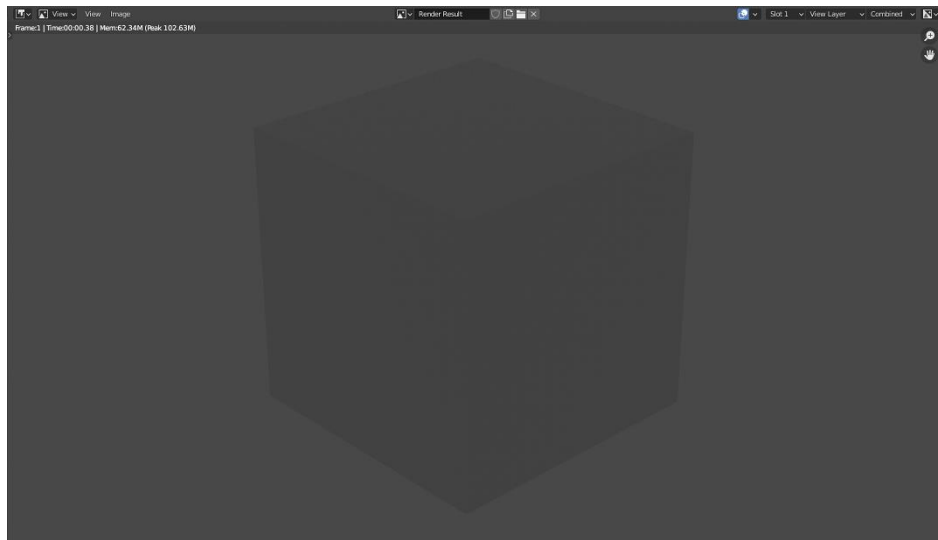
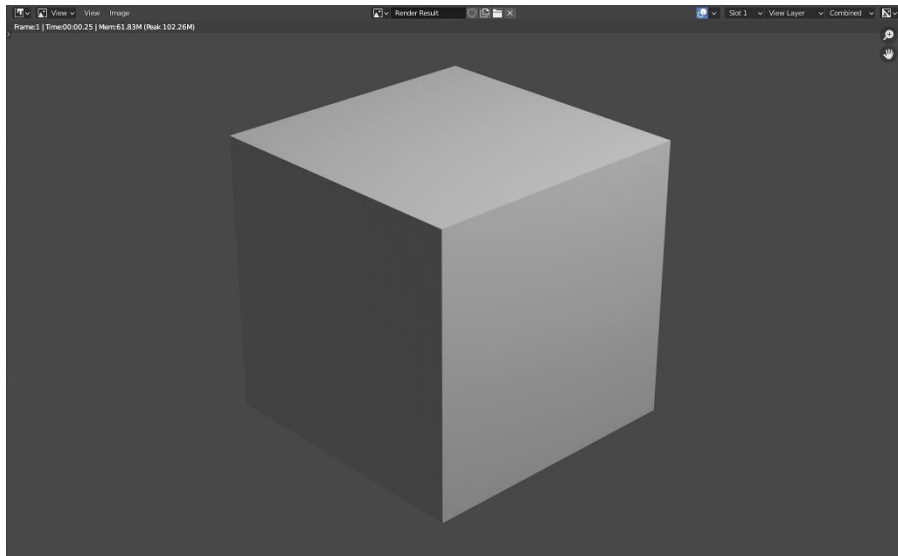


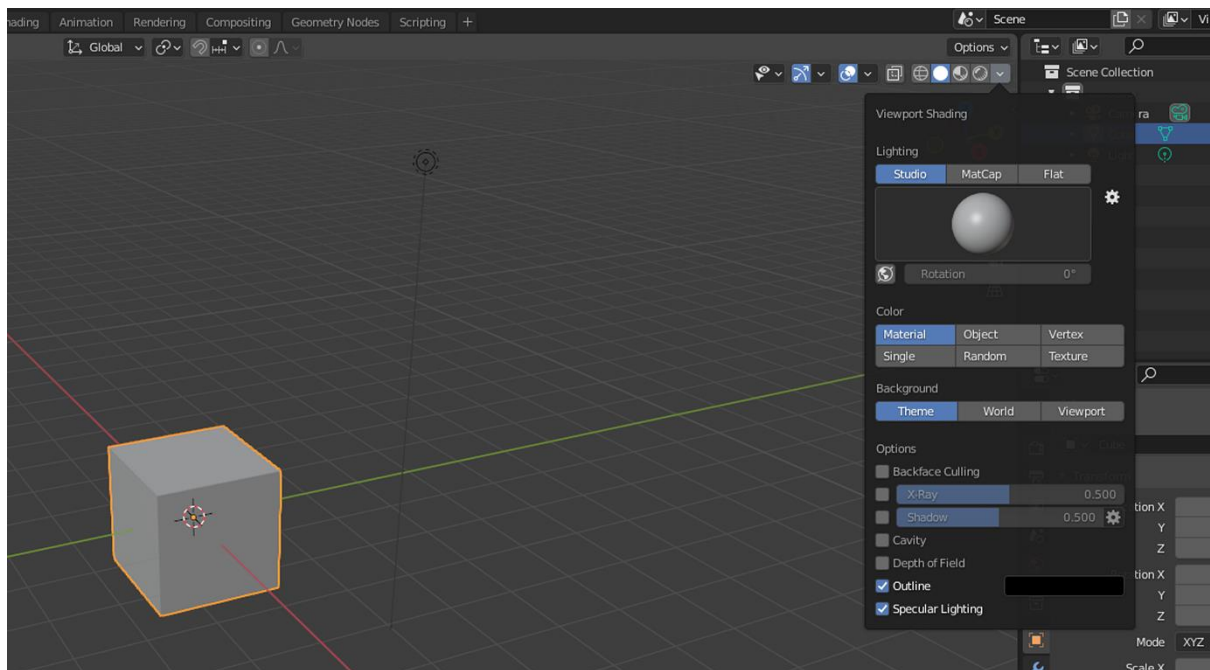
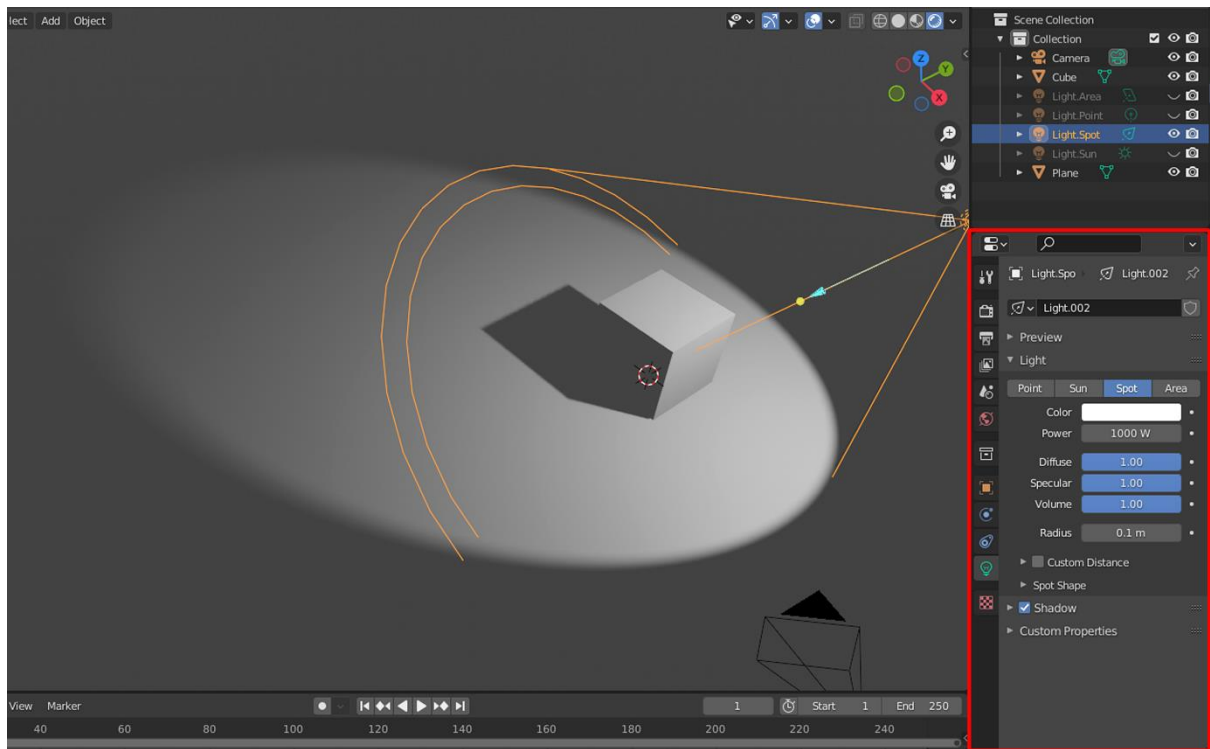


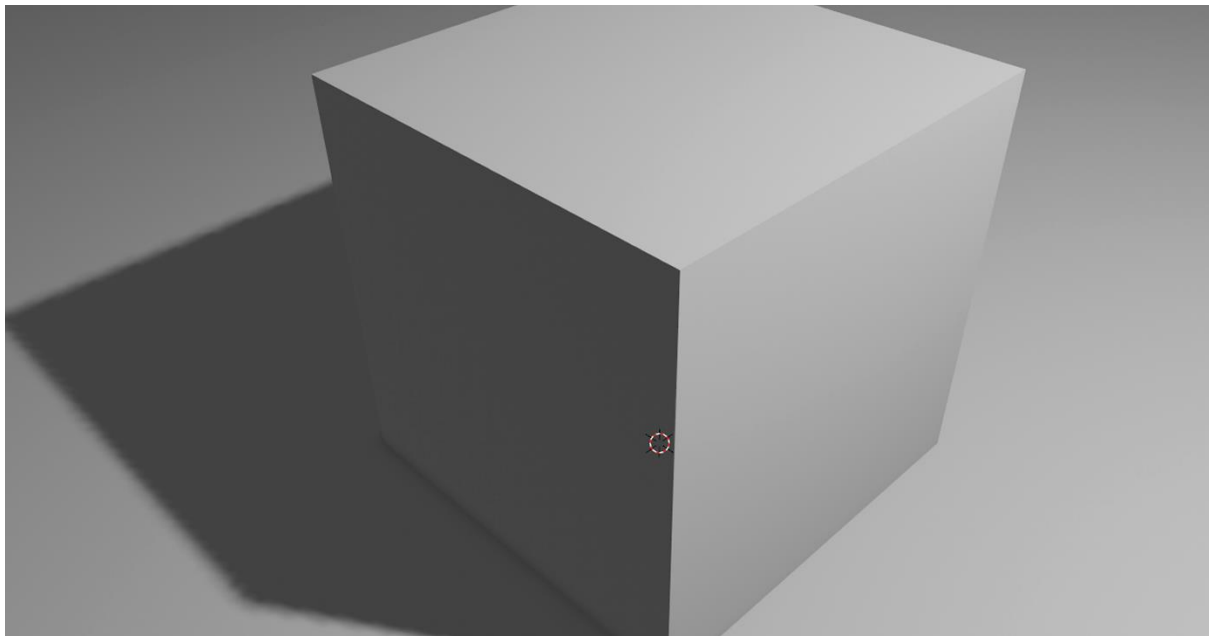
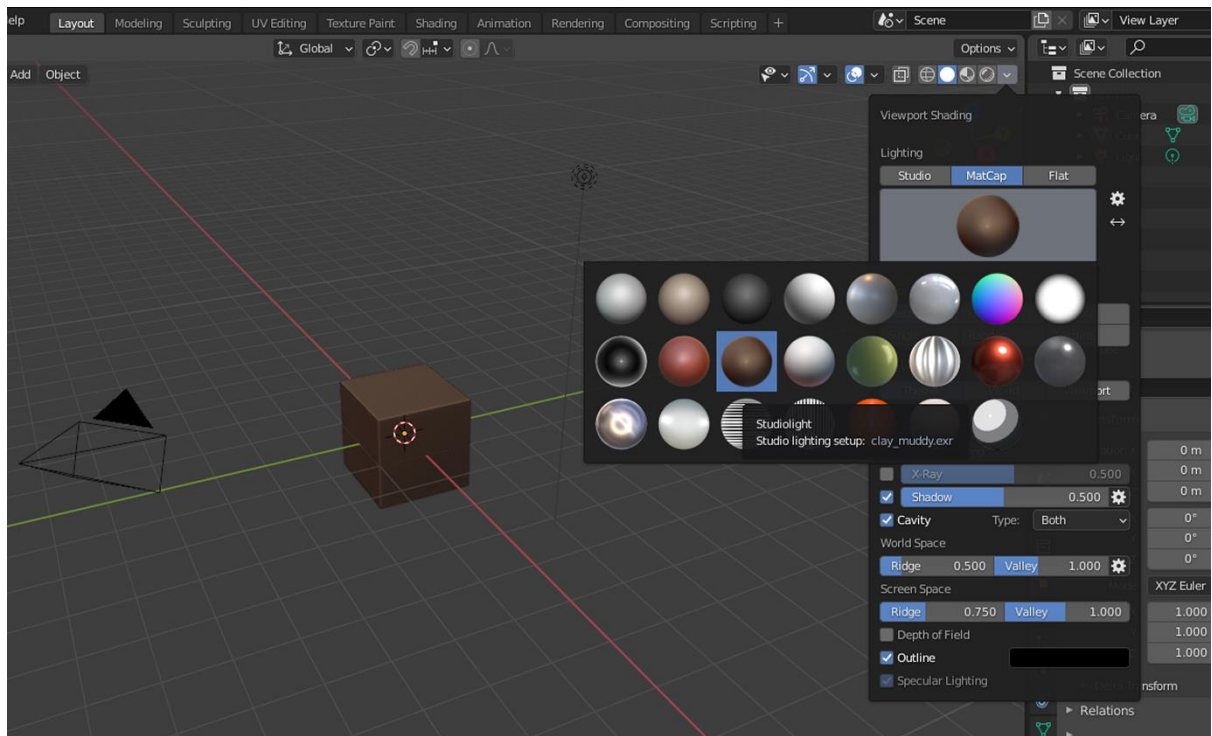




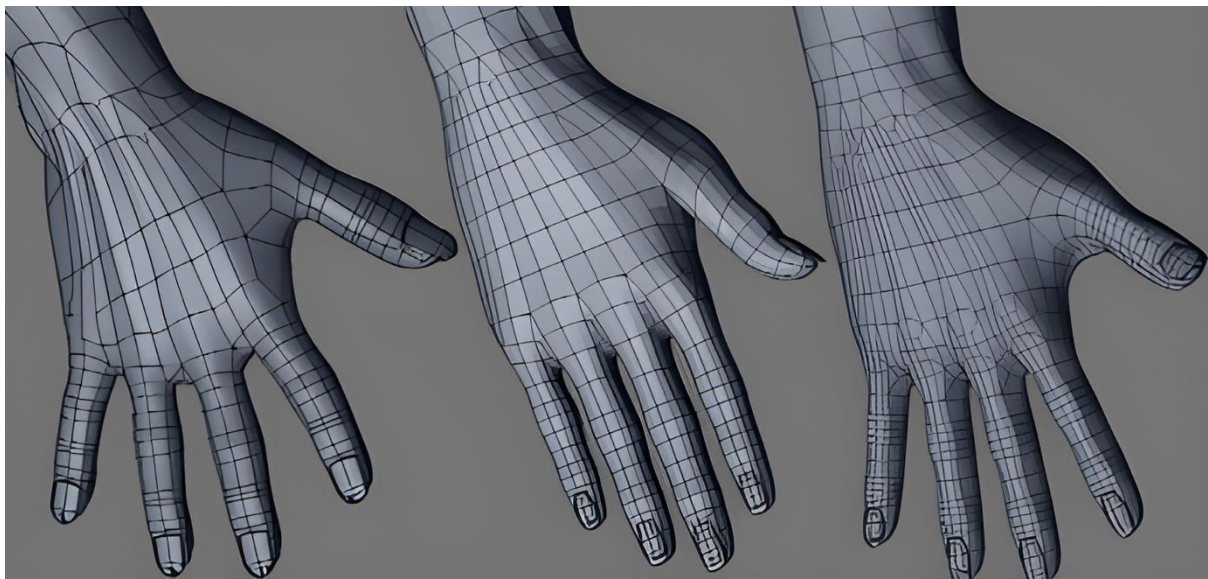
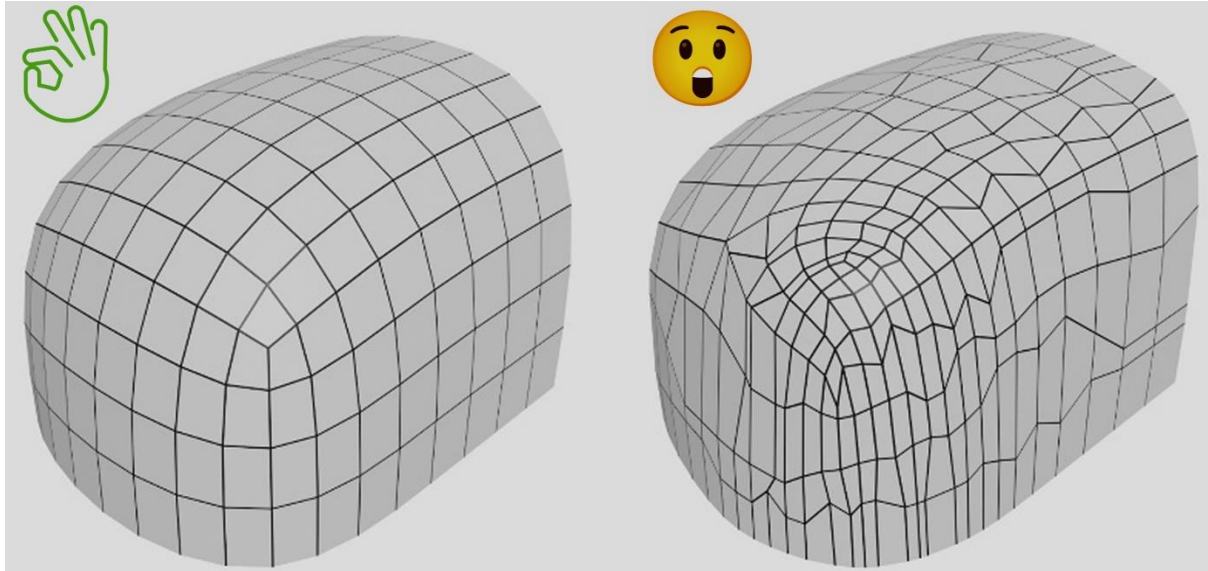
## Chapter 04: Adjusting Cameras and Lights

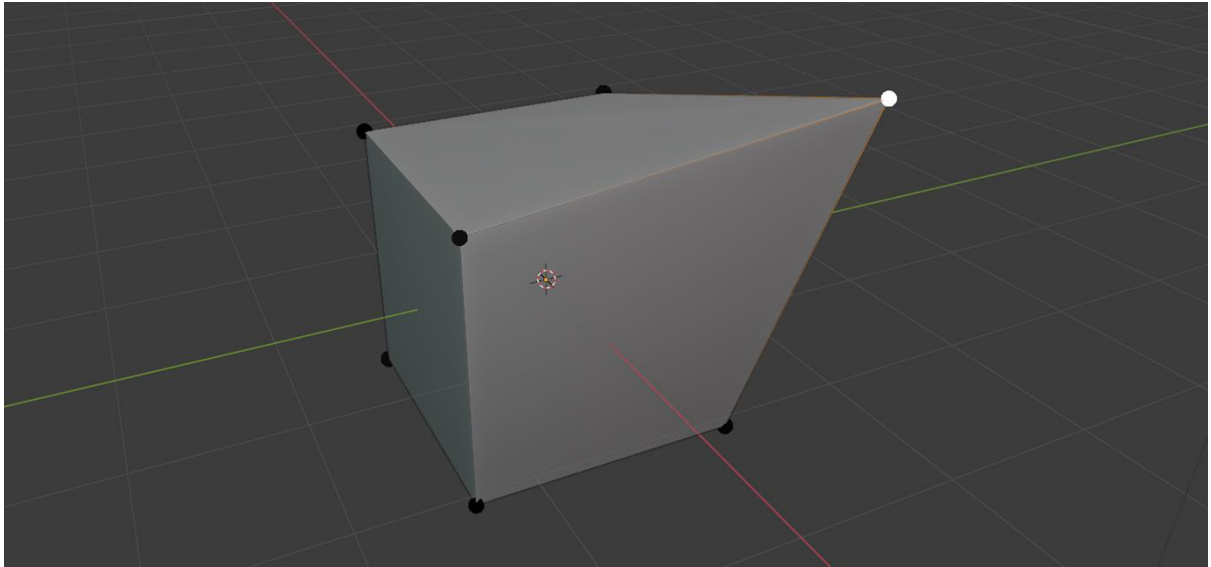




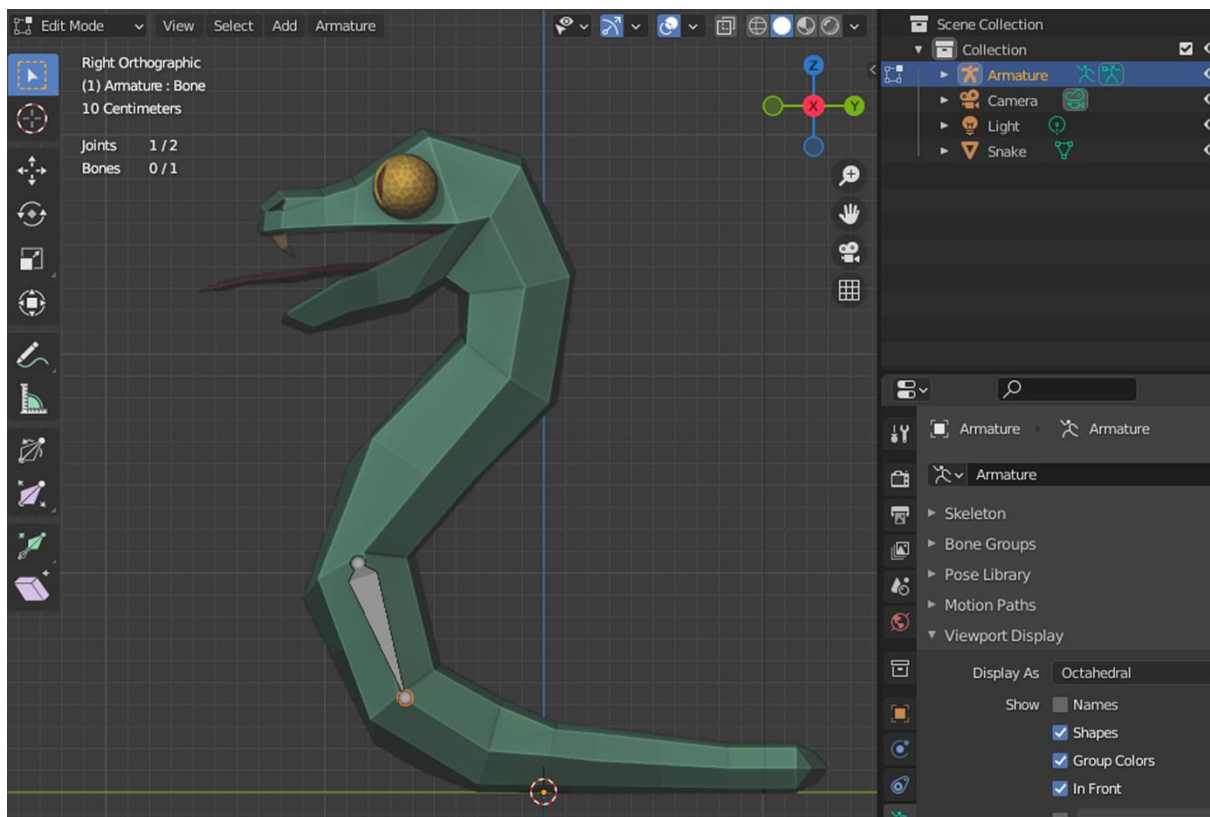
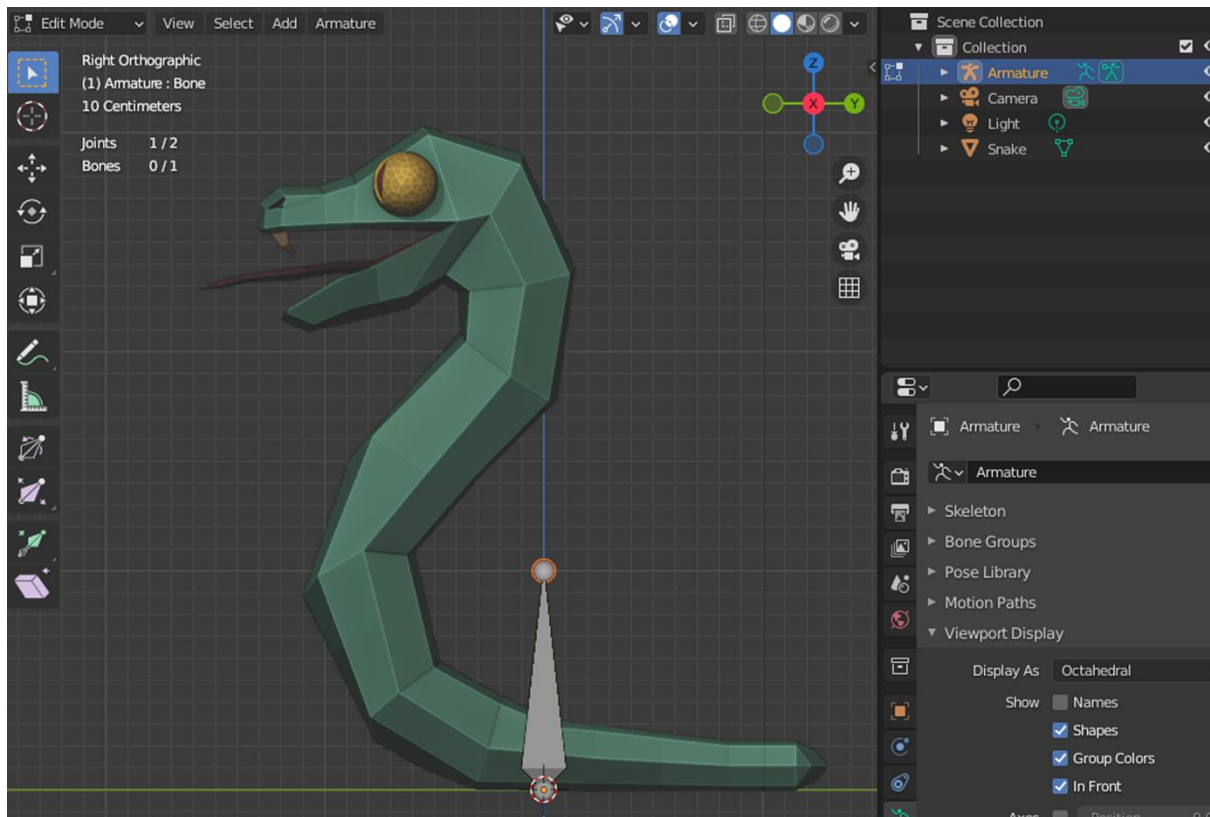


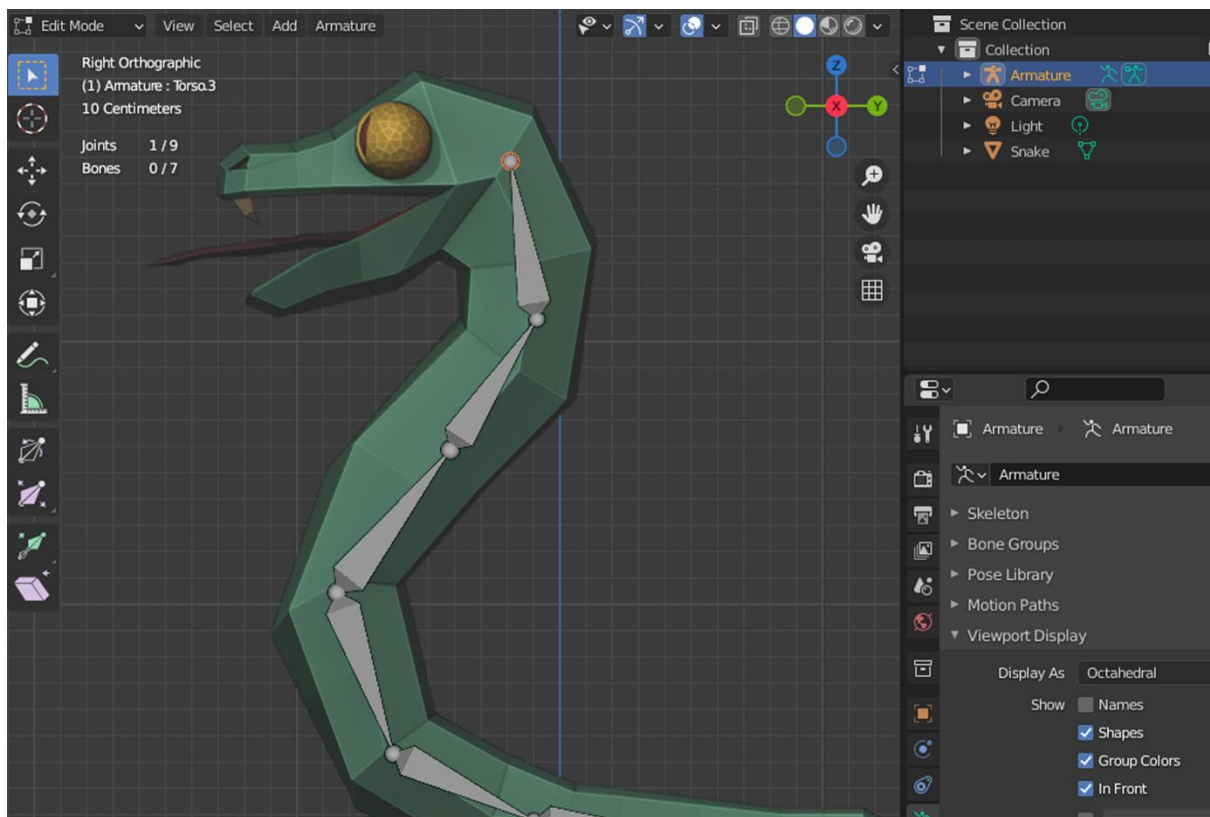
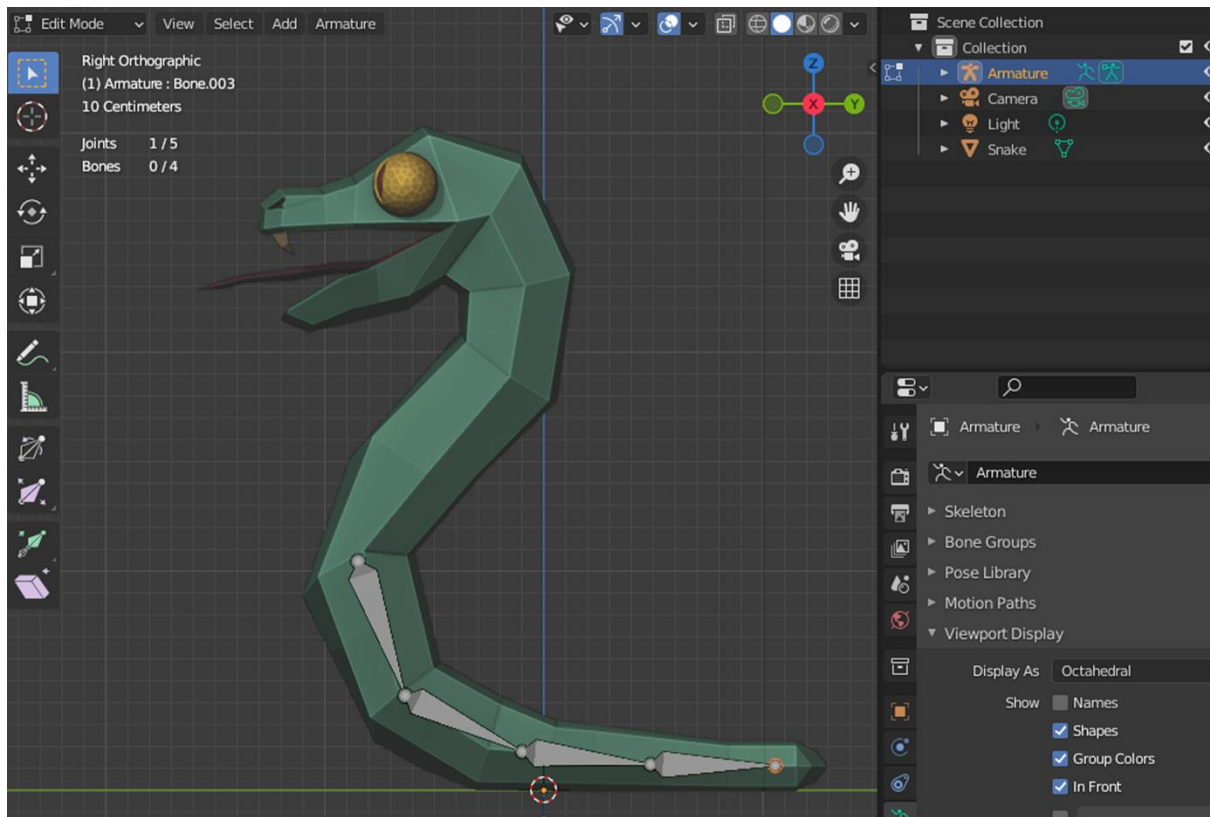
## Chapter 05: Setting up Animation and Rigging



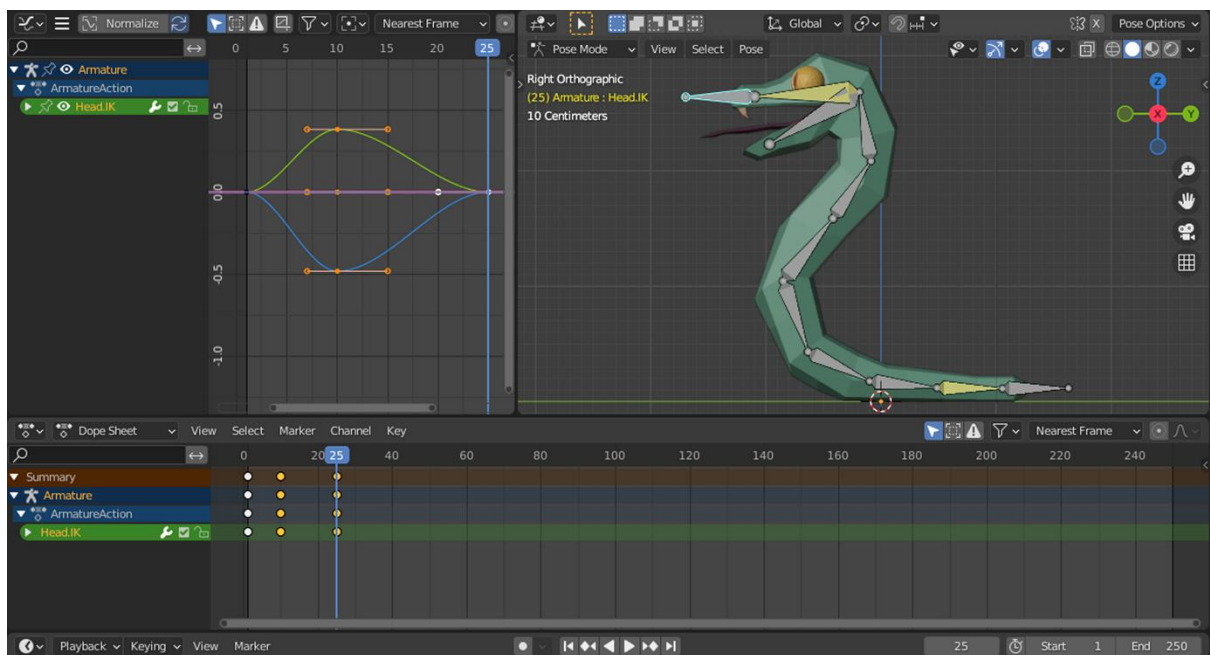
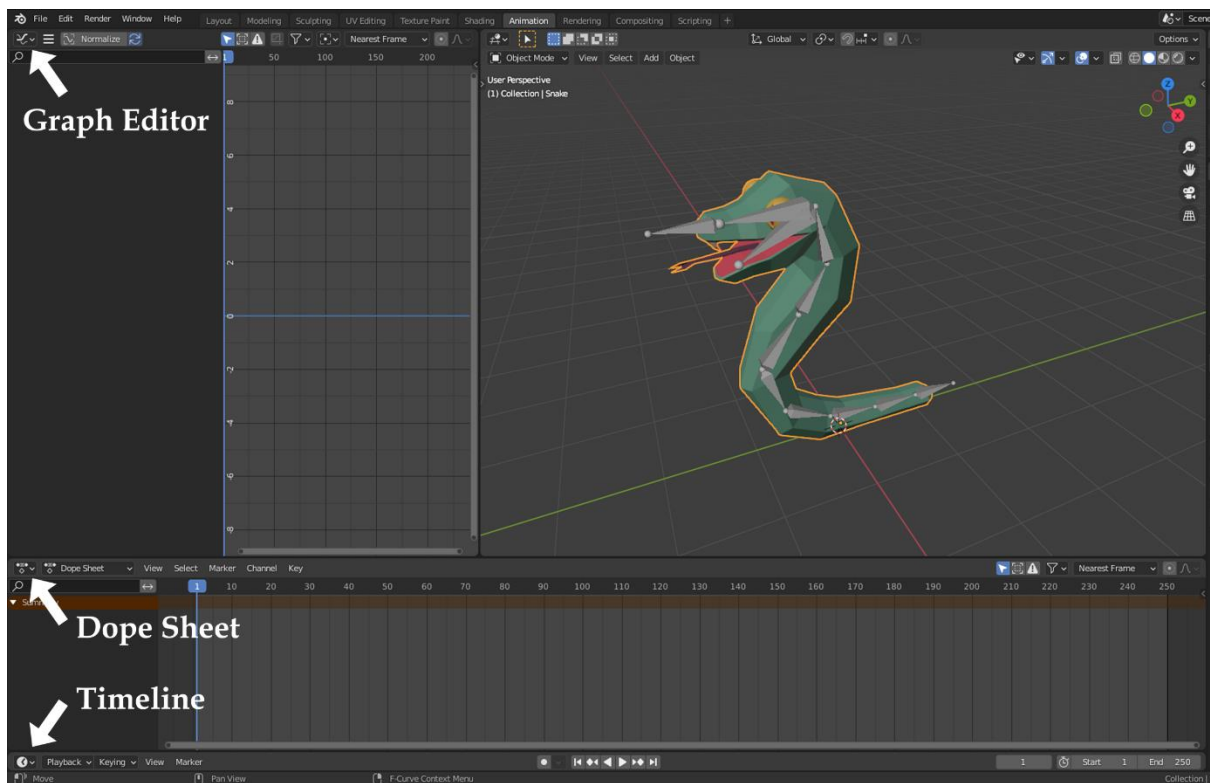




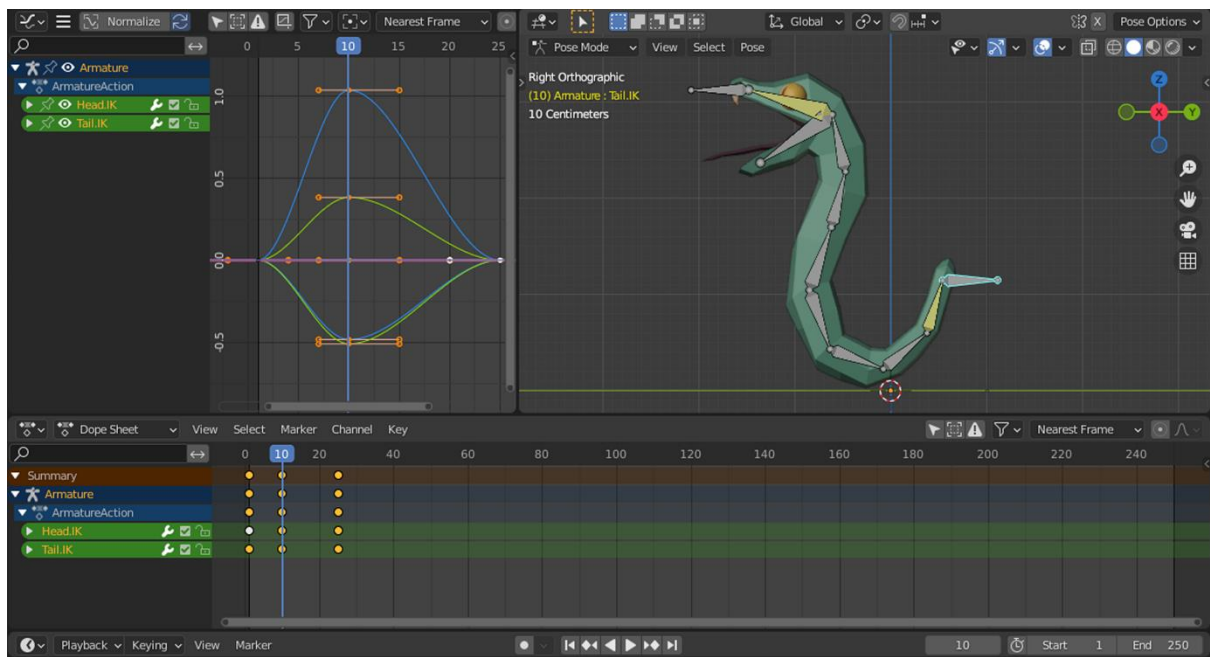






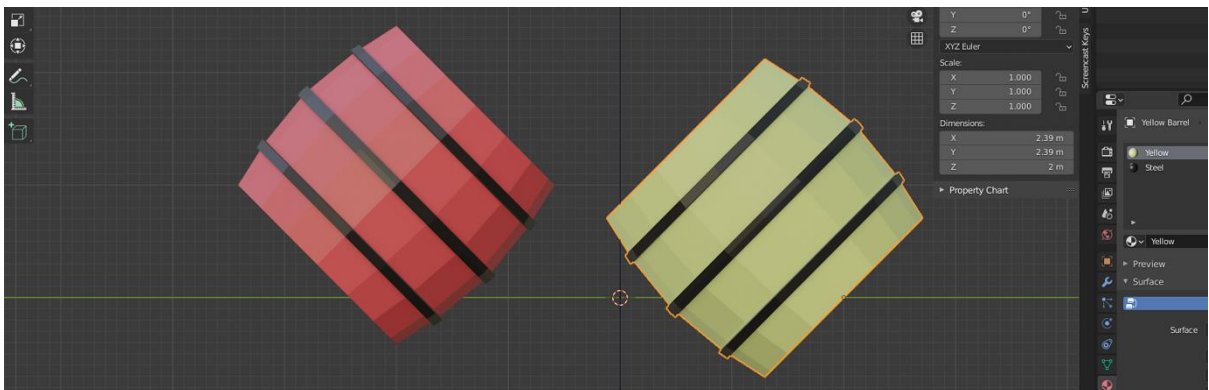
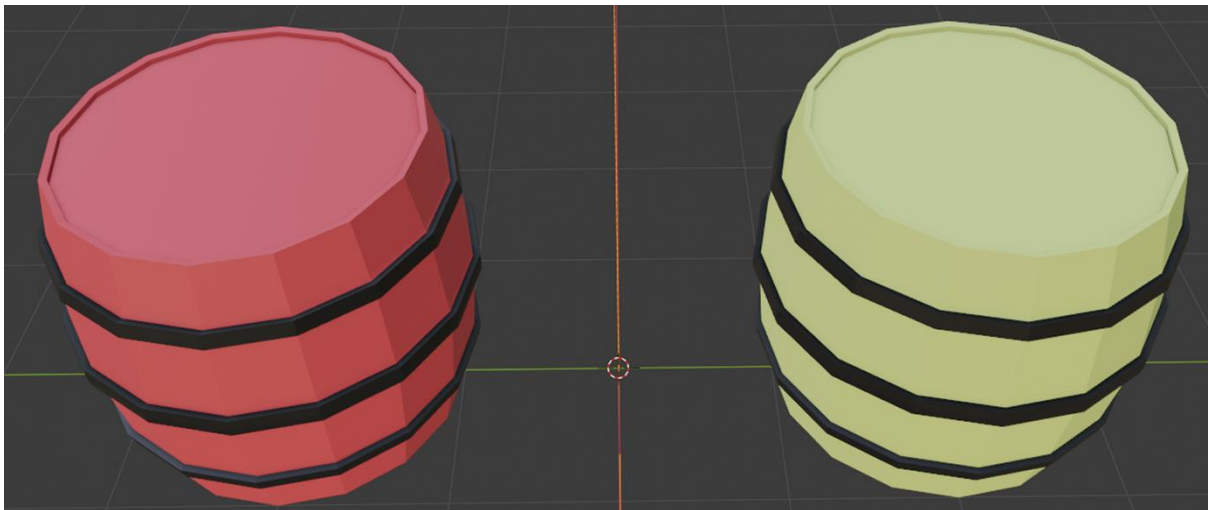
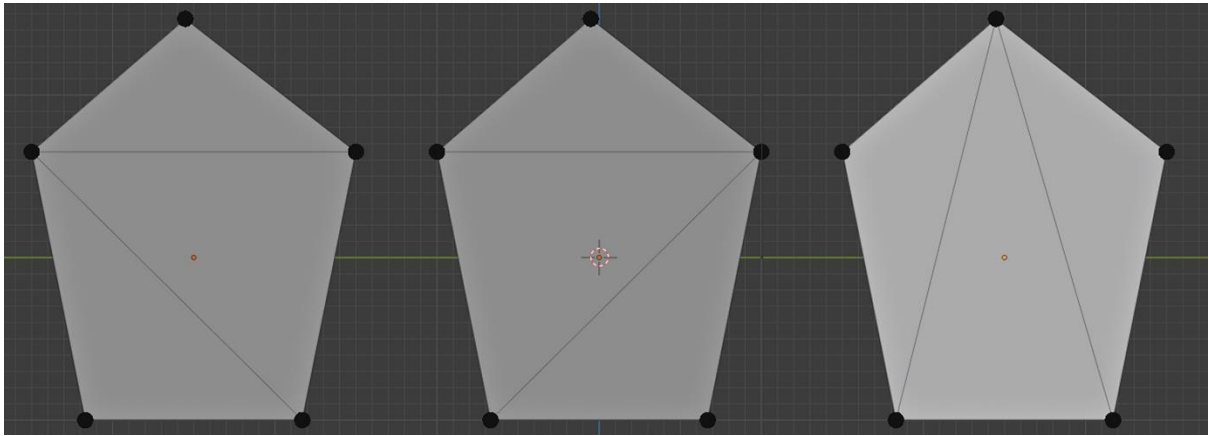


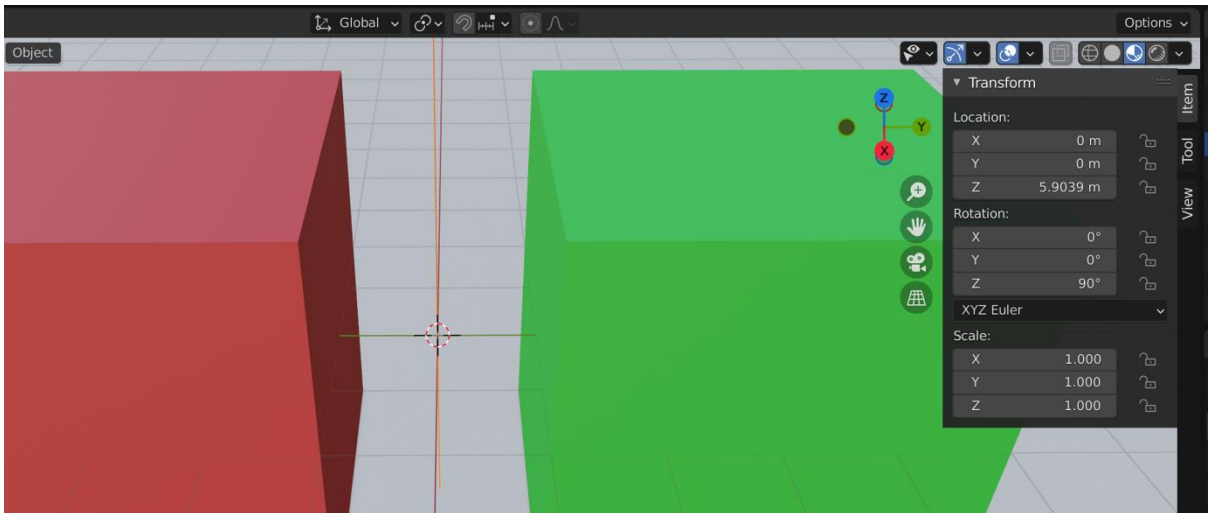
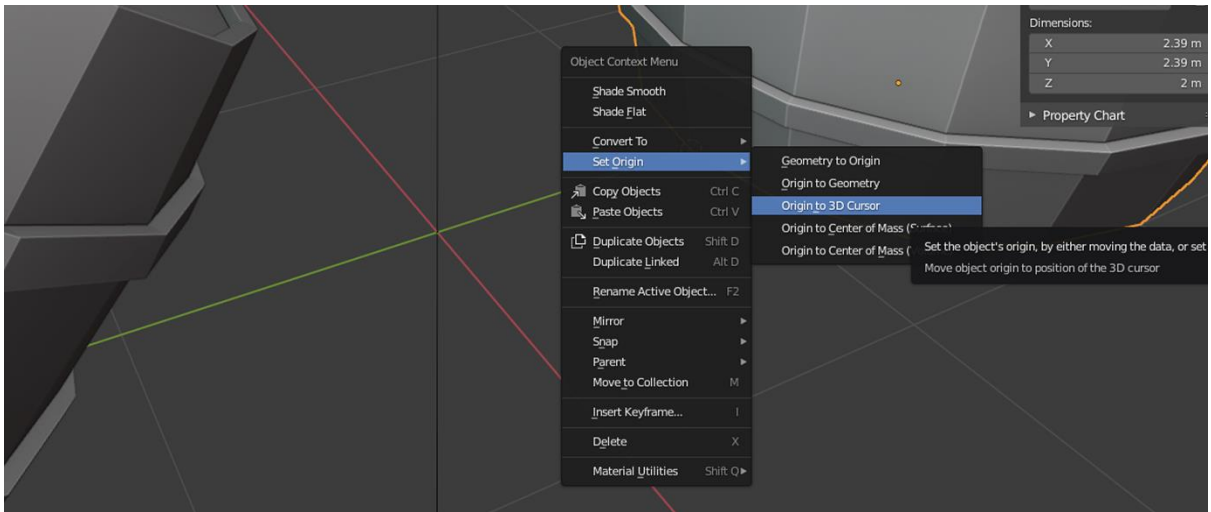
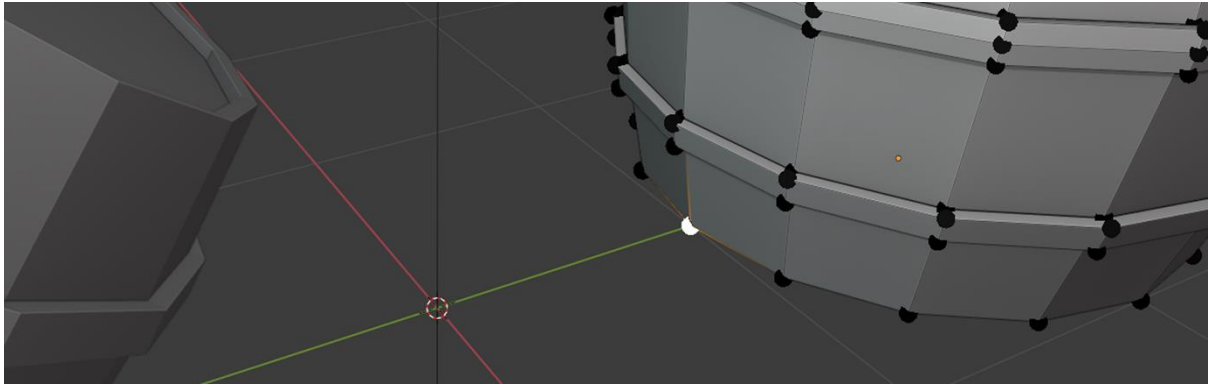


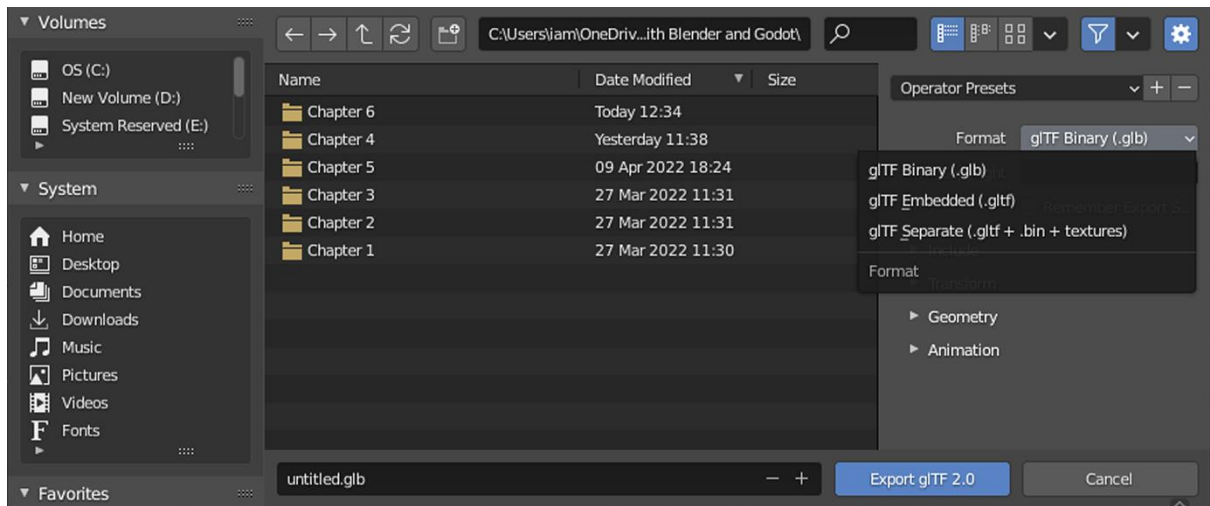




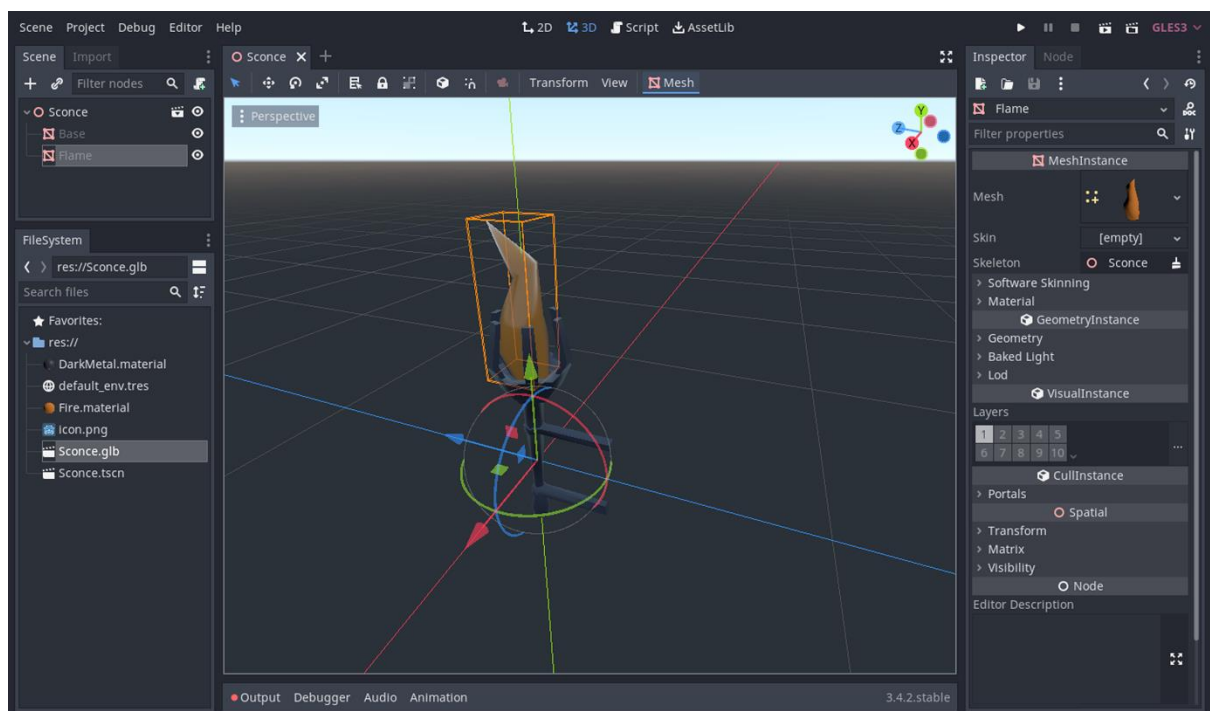
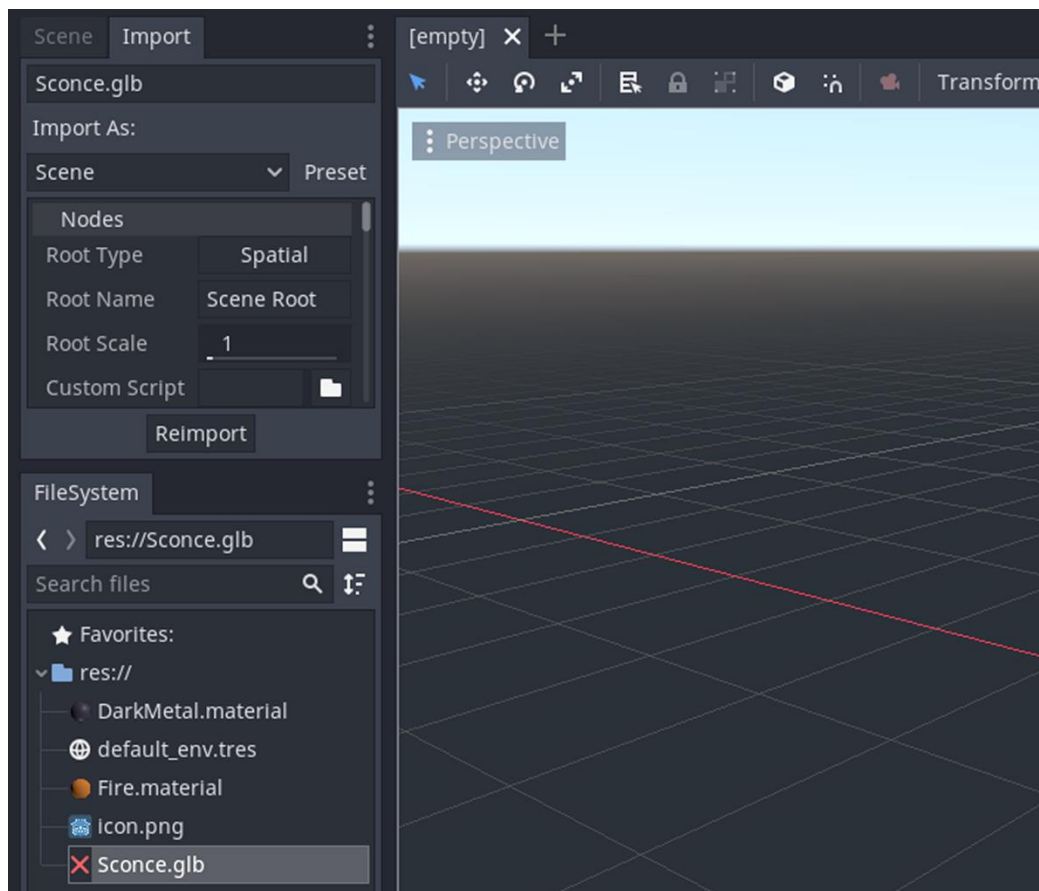
## Chapter 06: Exporting Blender Assets

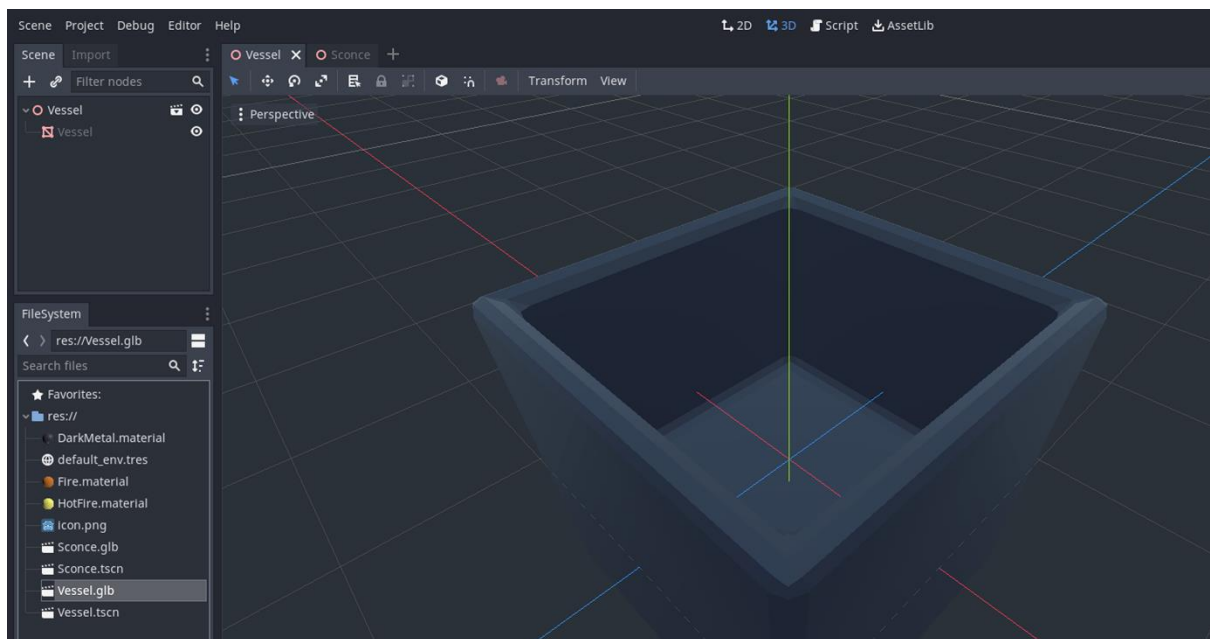
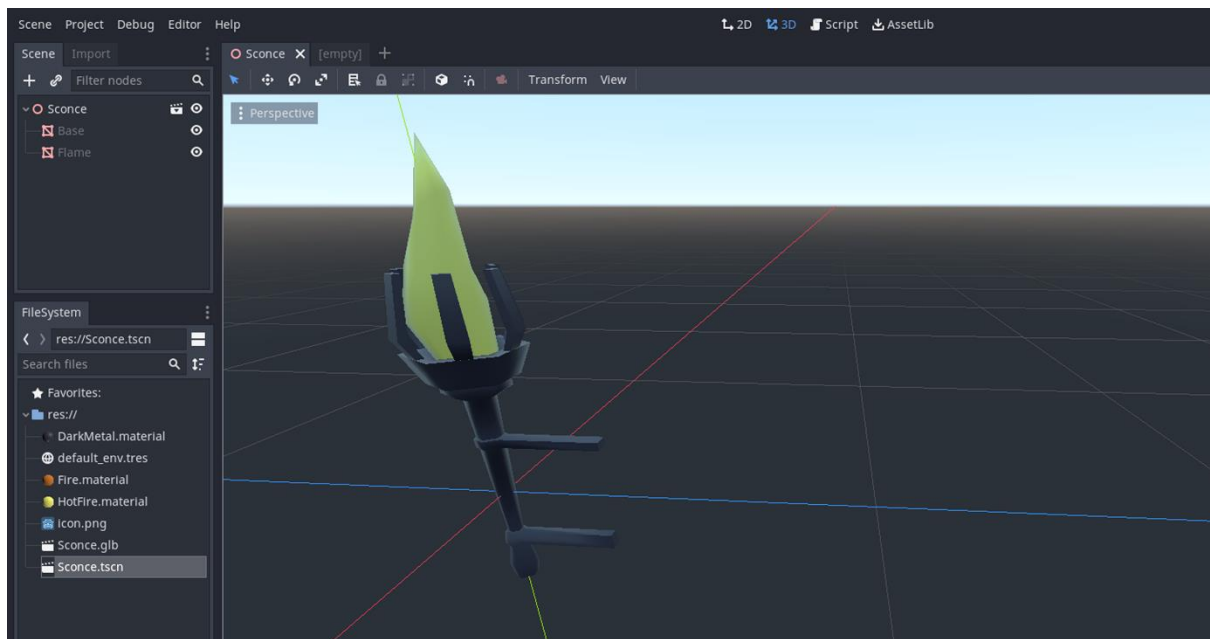




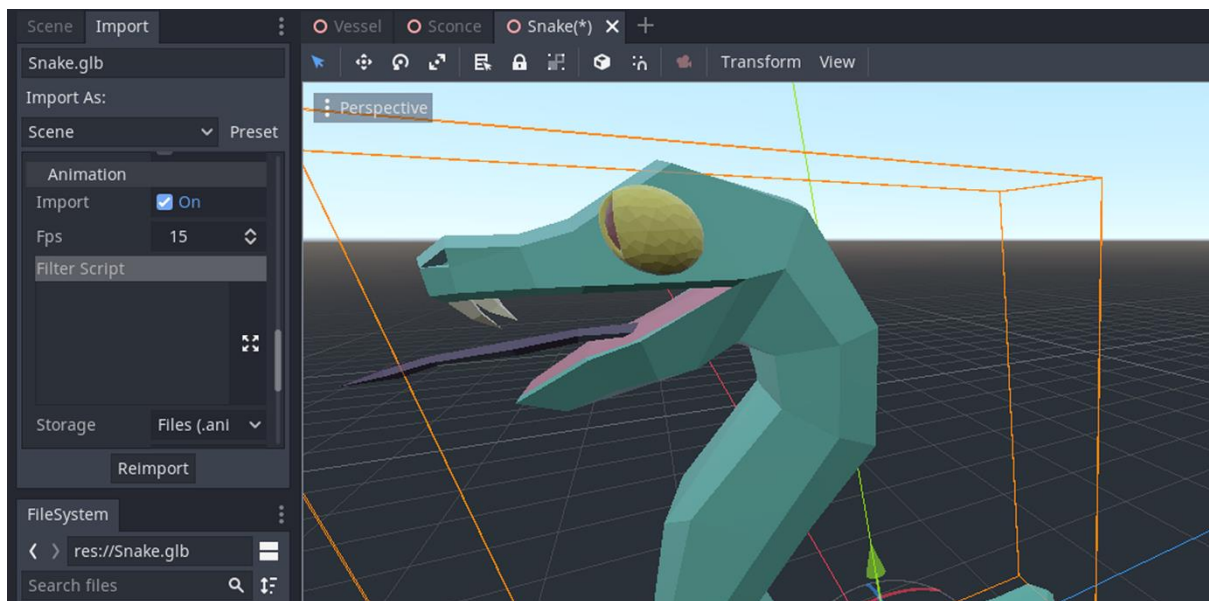
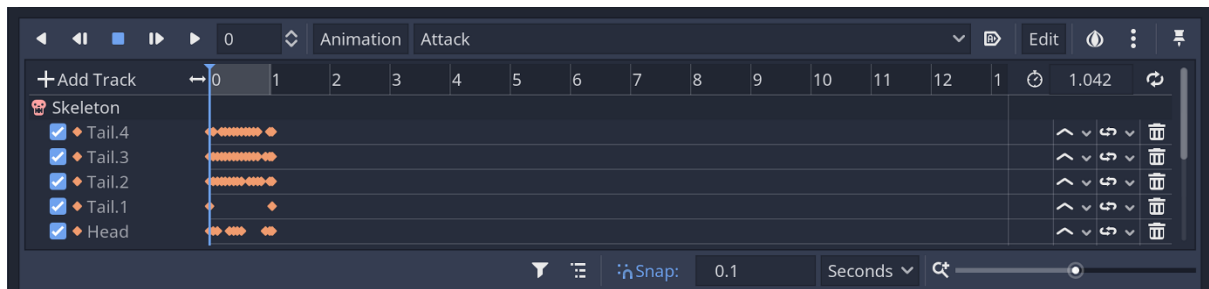
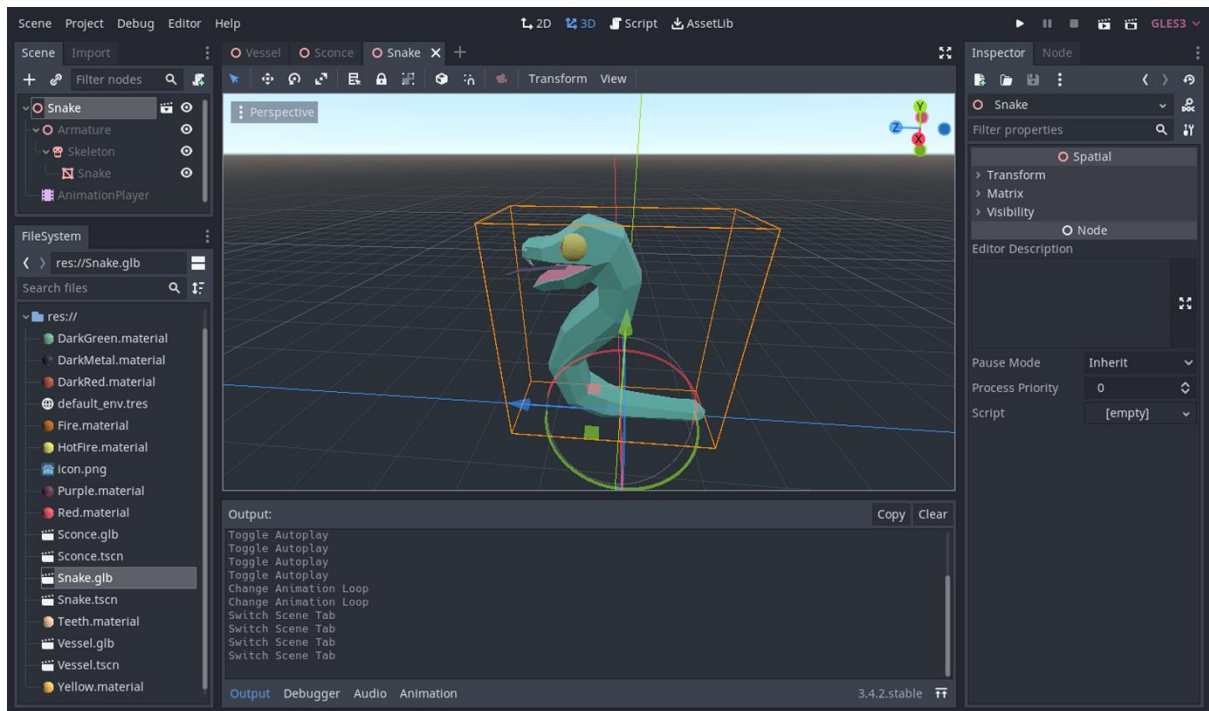


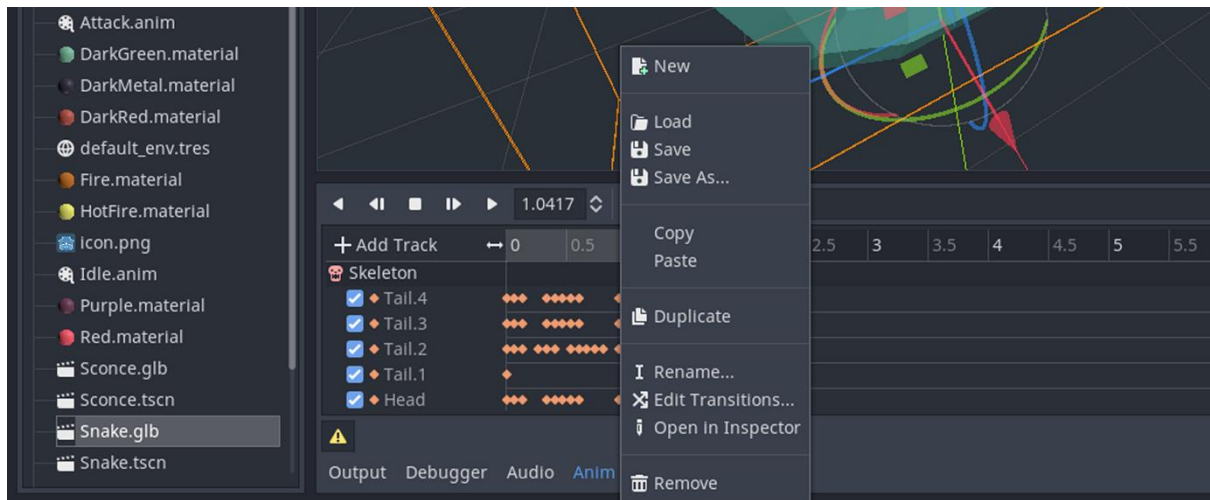
## Chapter 07: Importing Blender Assets into Godot



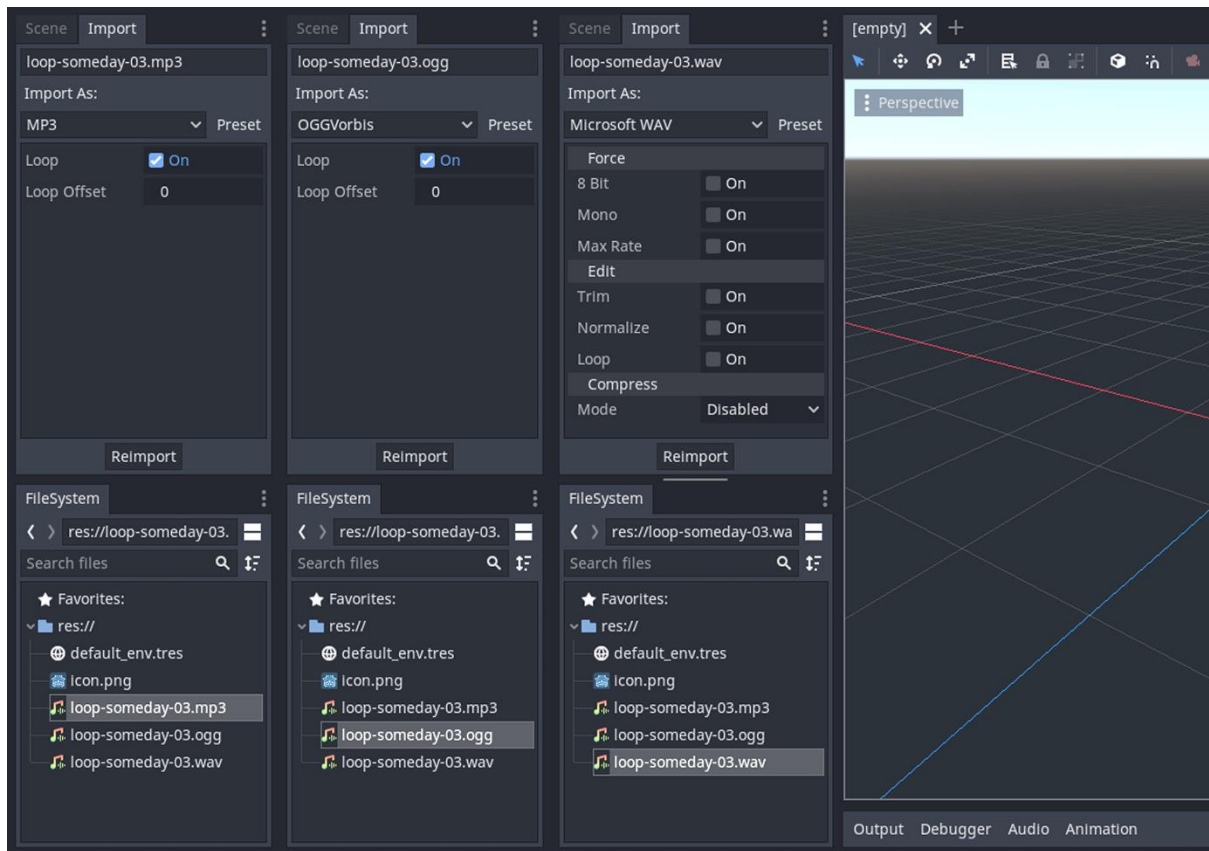




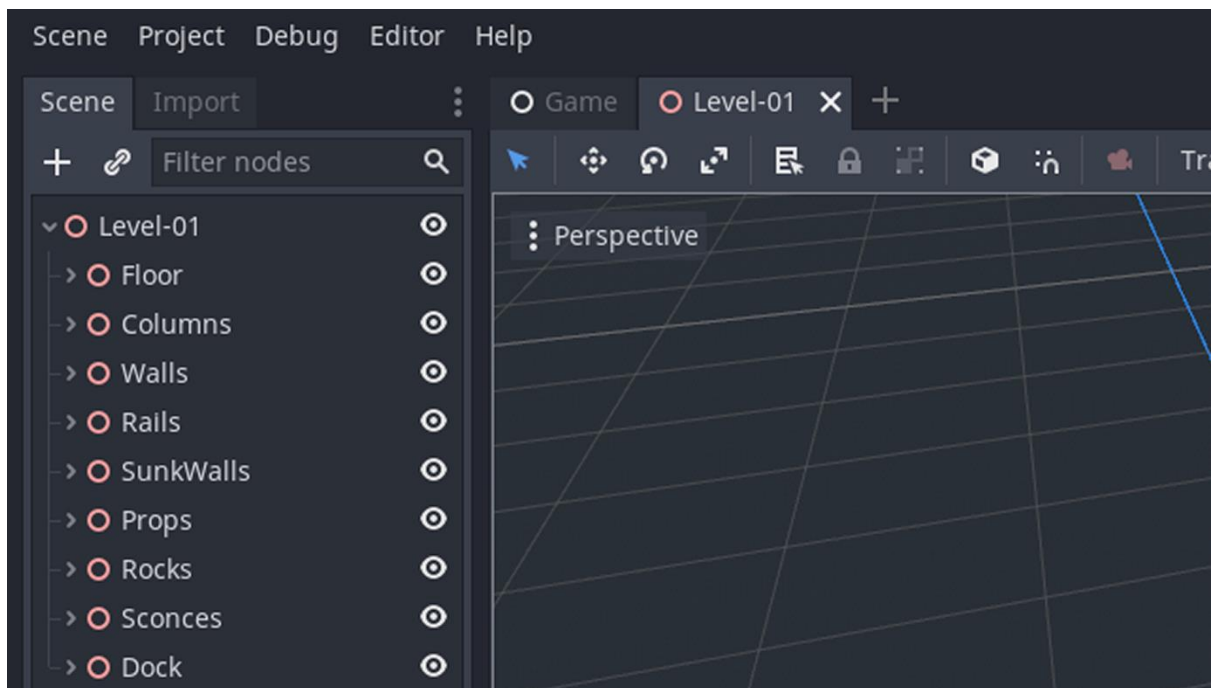


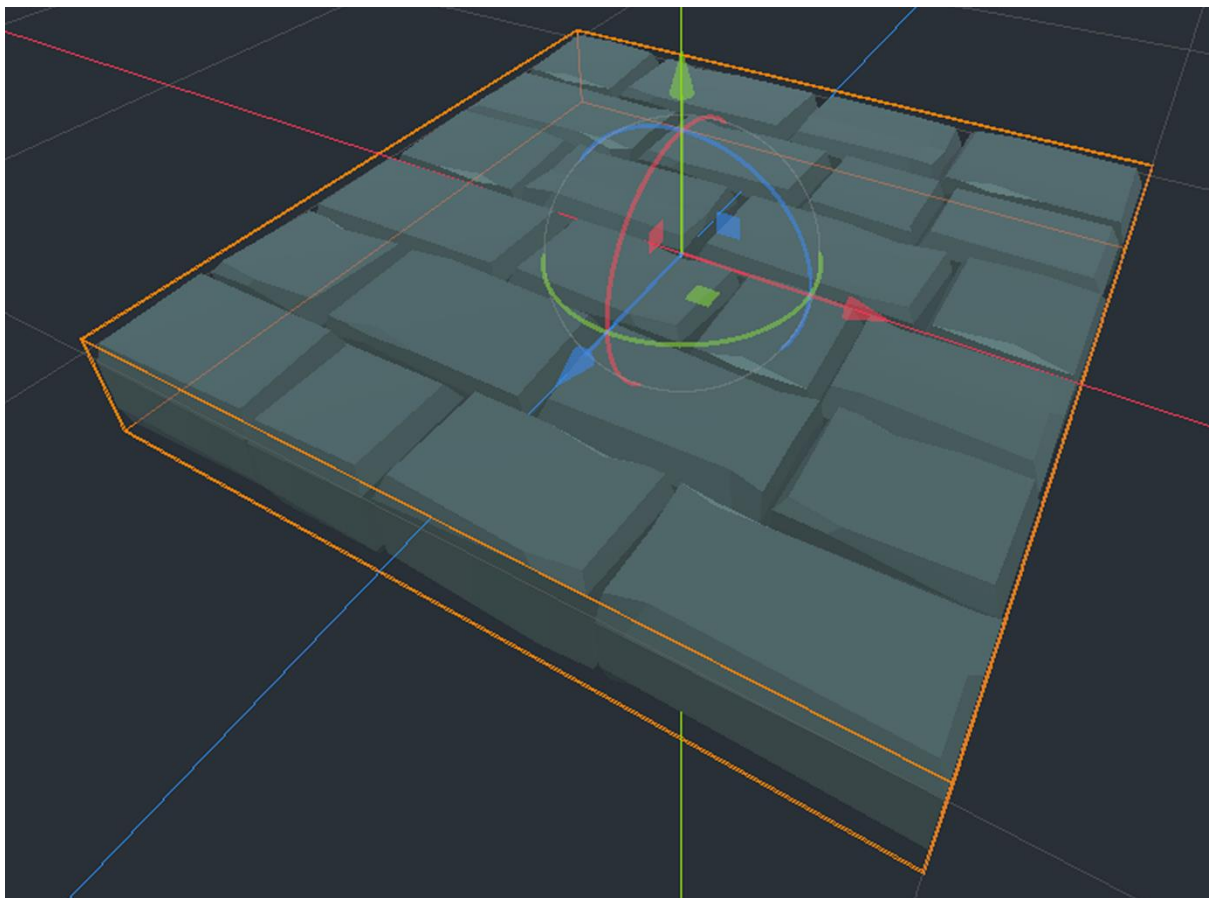
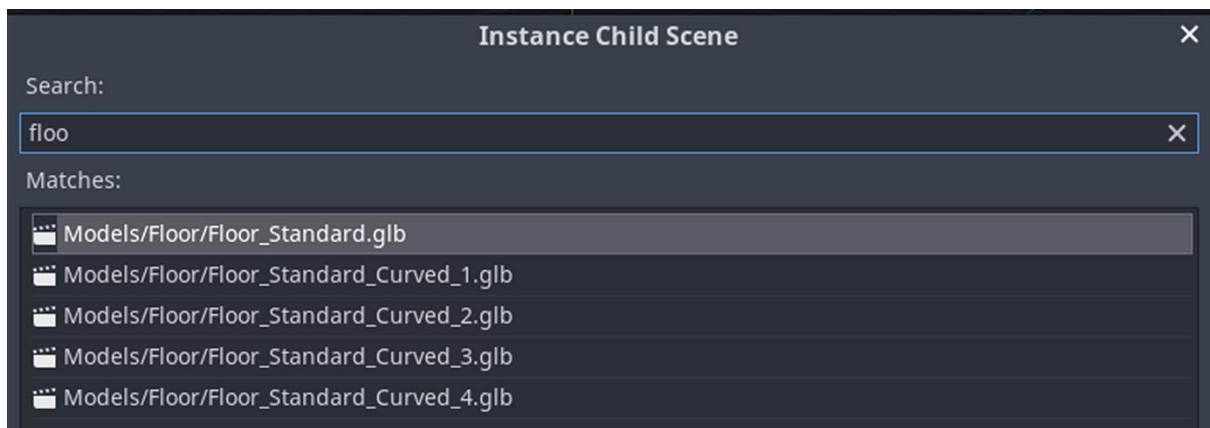


## Chapter 08: Adding Sound Assets

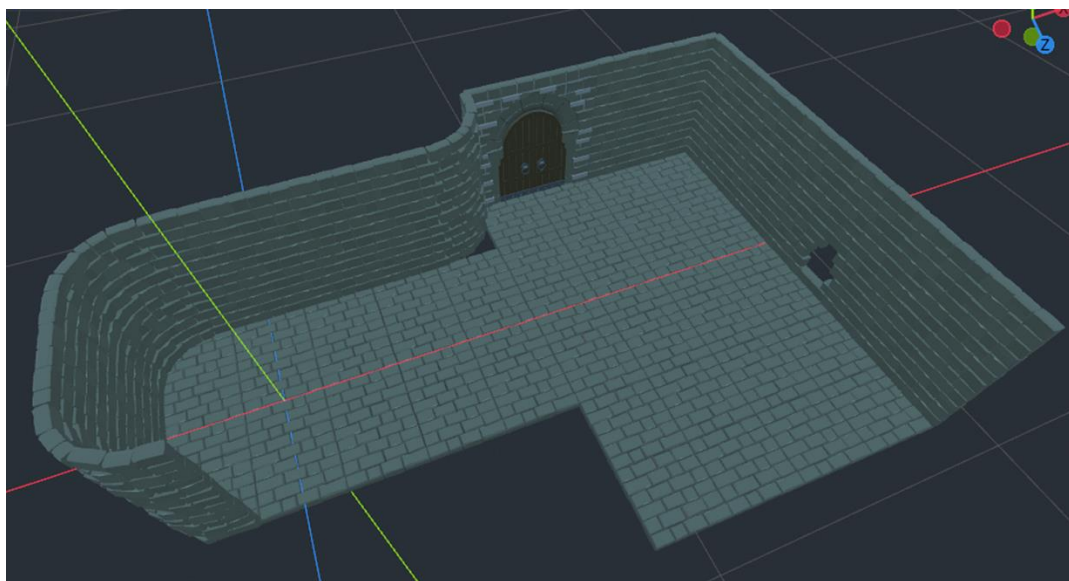
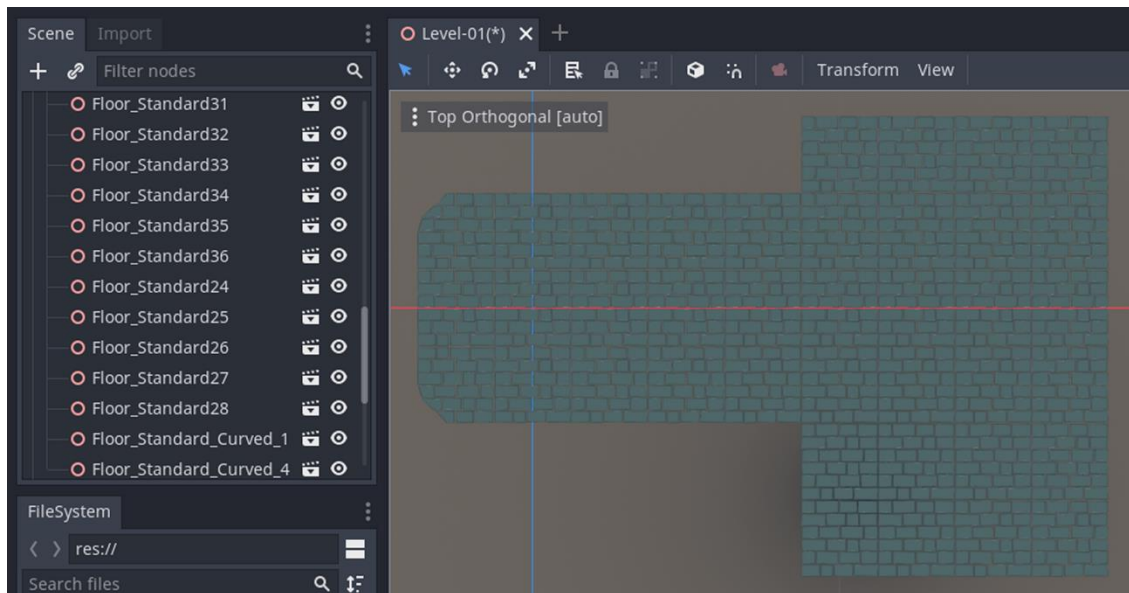
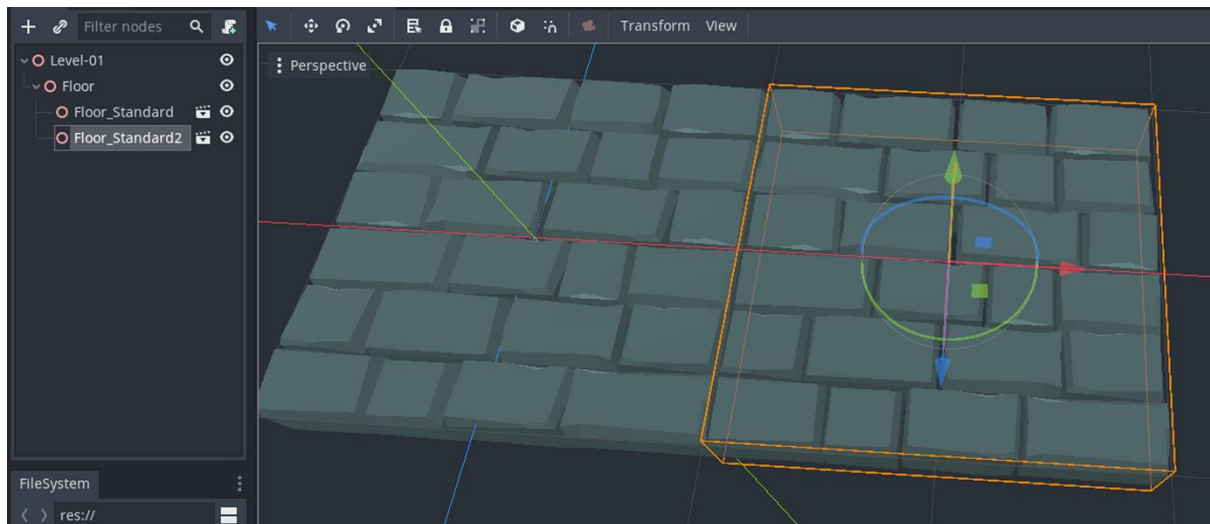


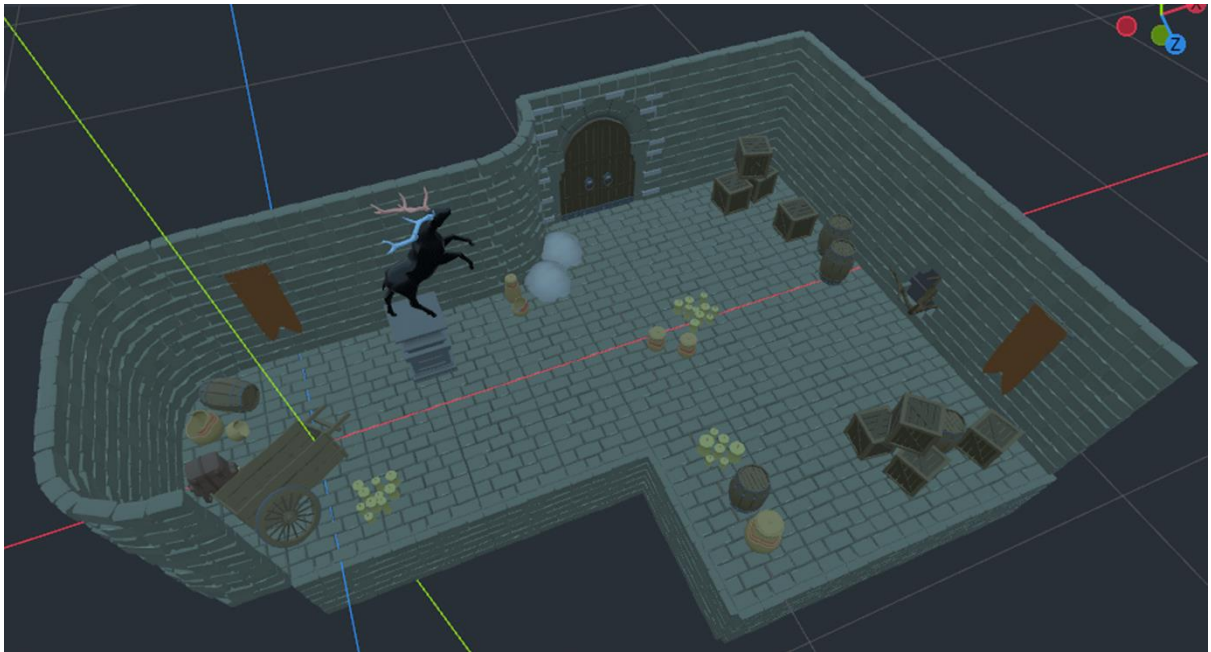
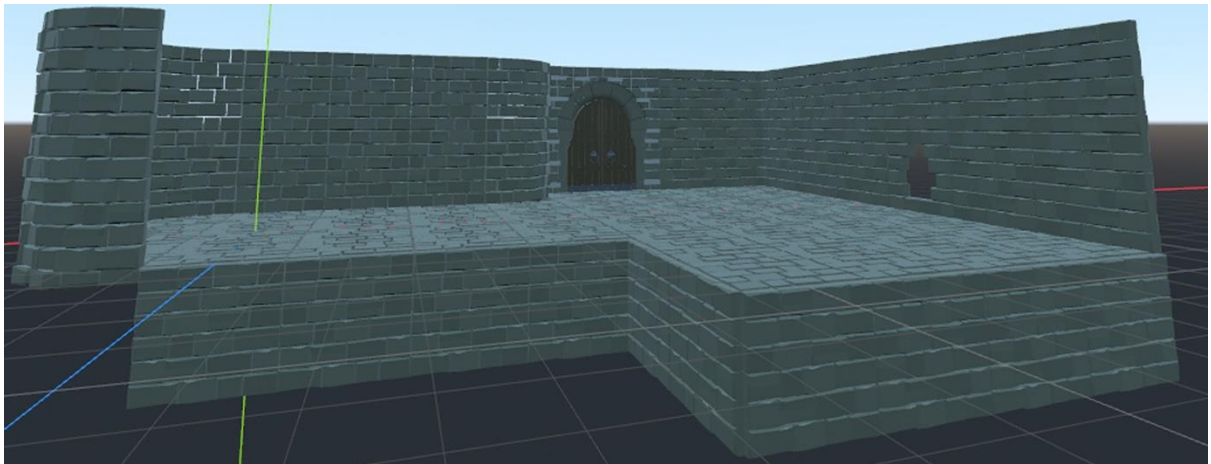
## Chapter 09: Designing the Level

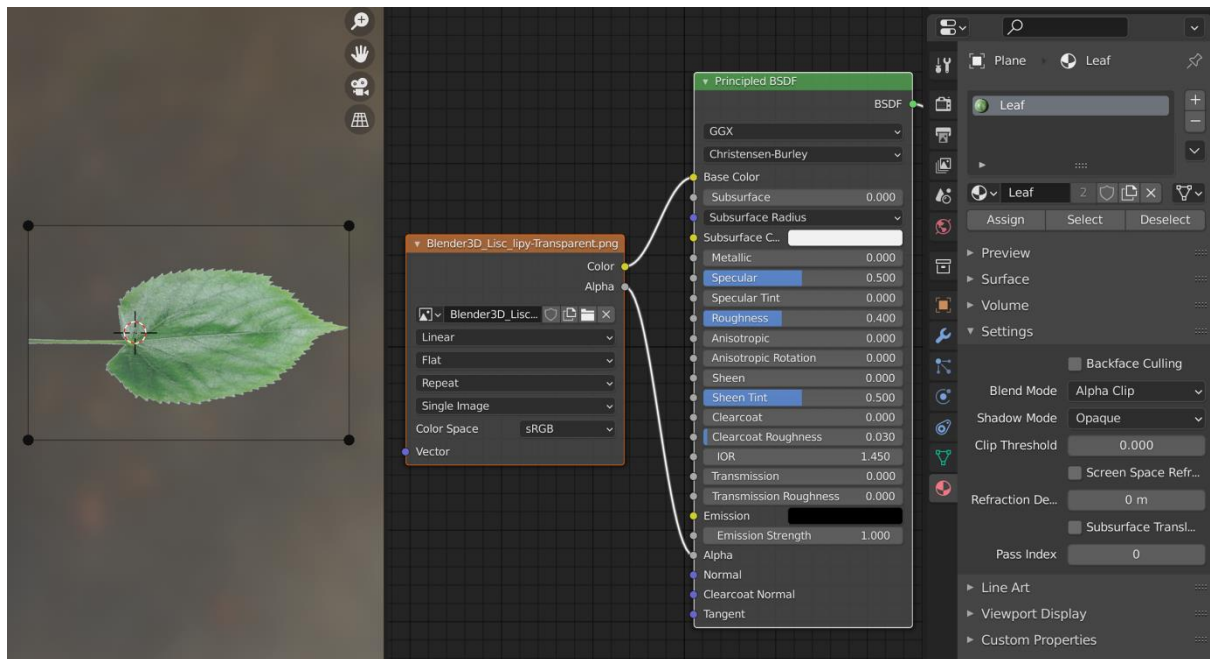
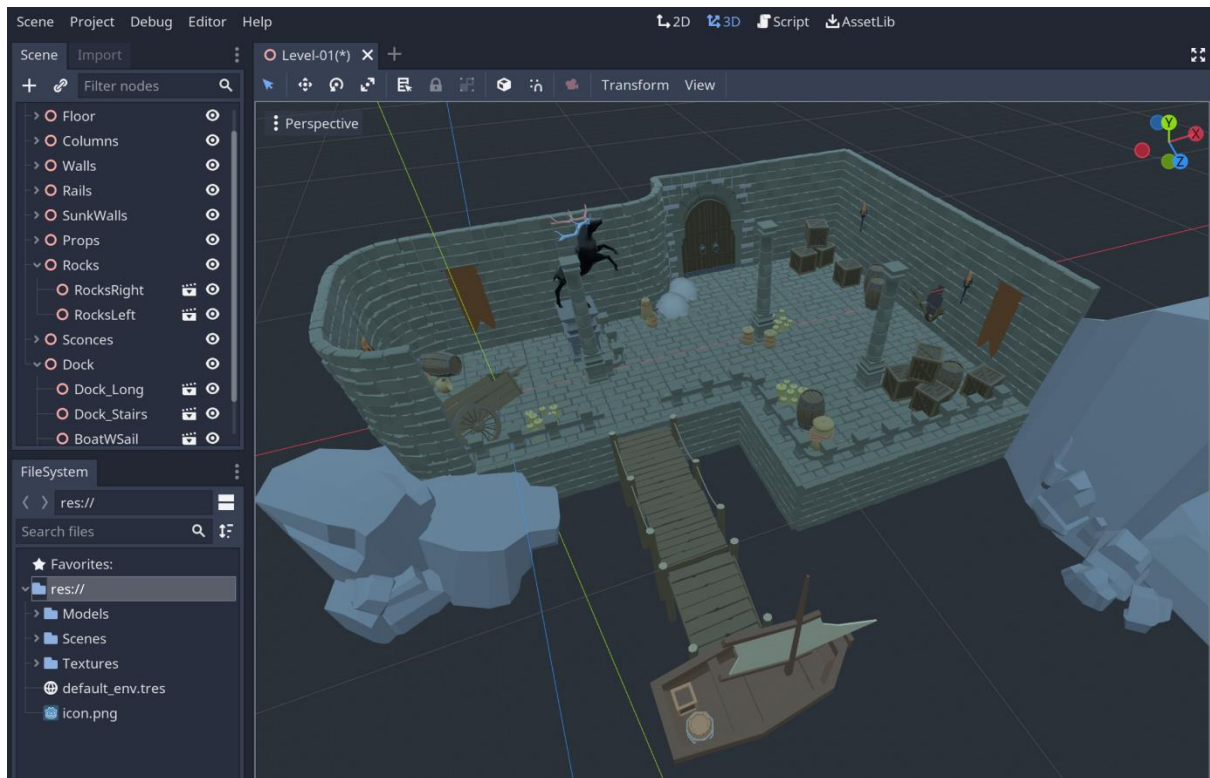




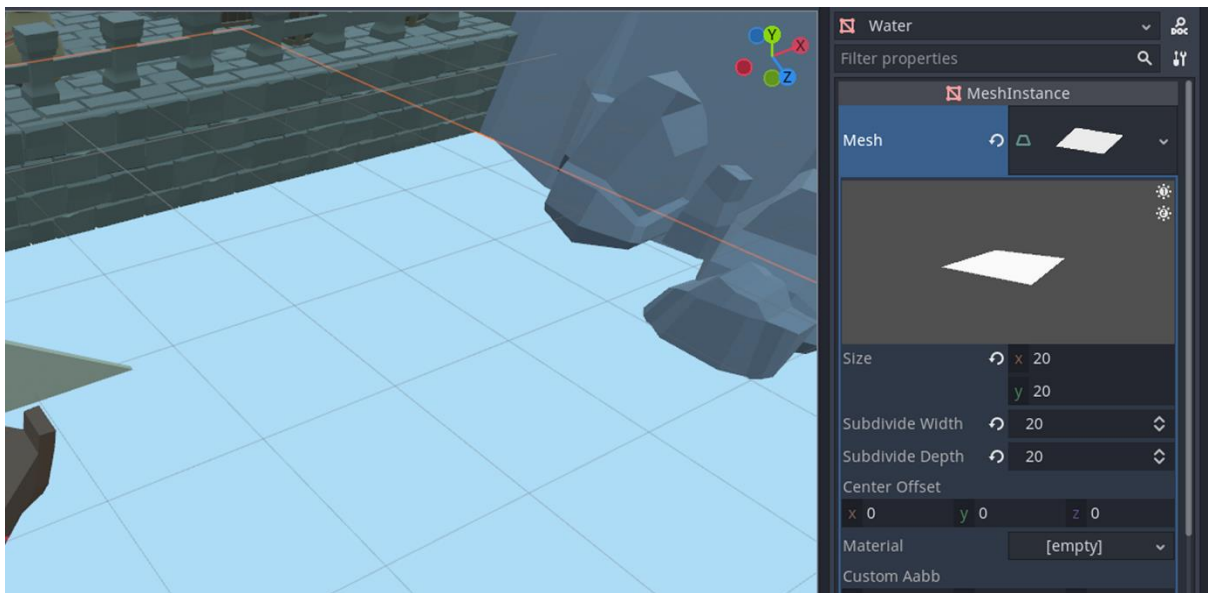


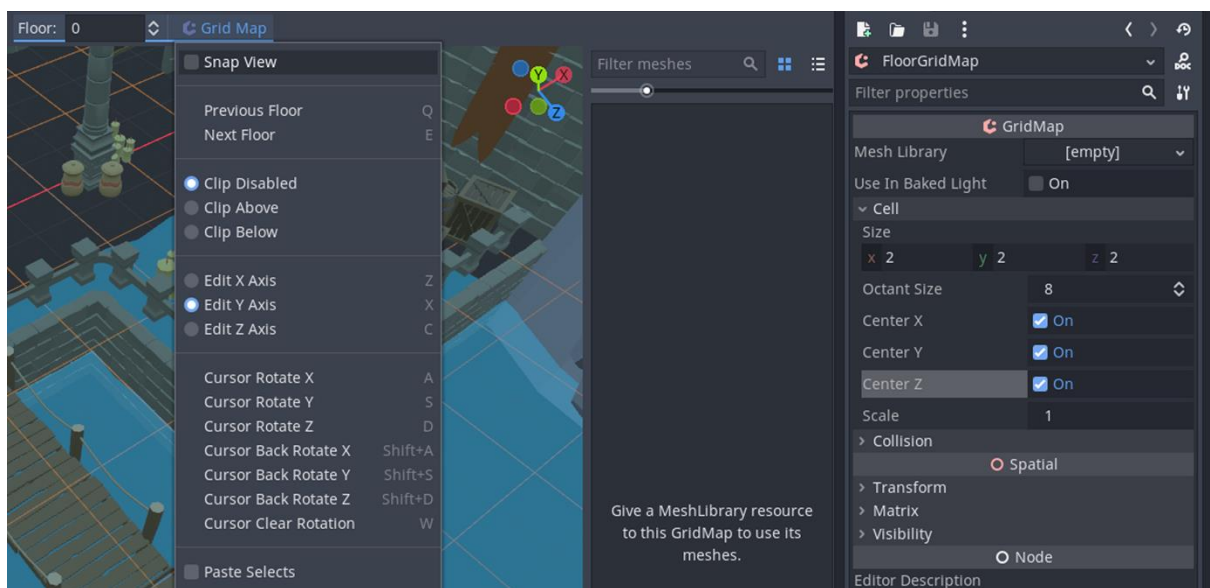
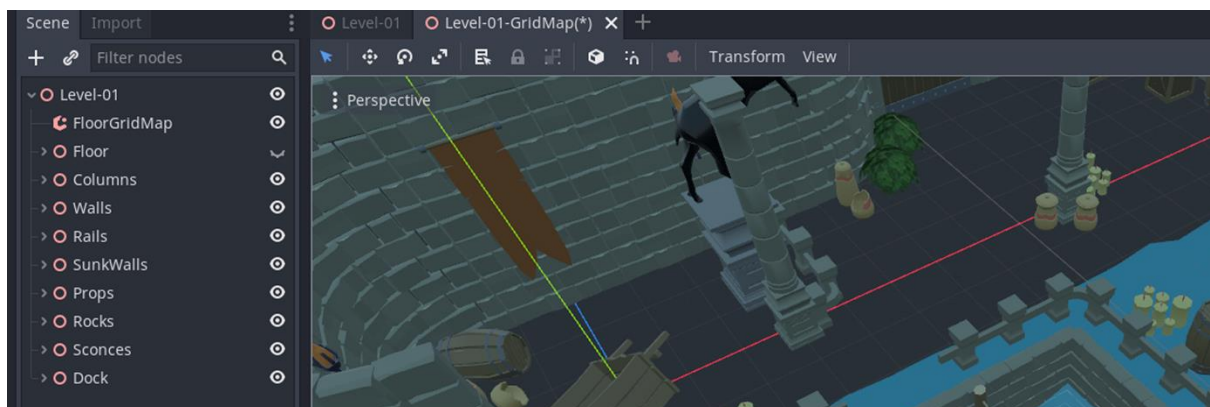
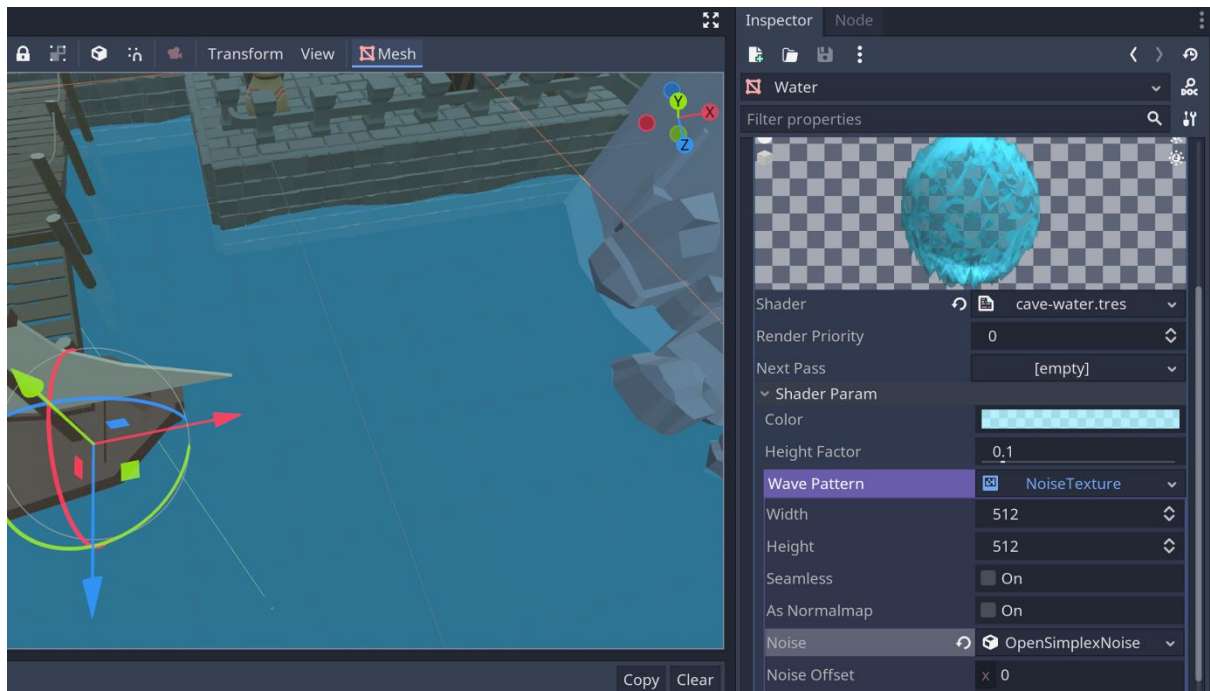




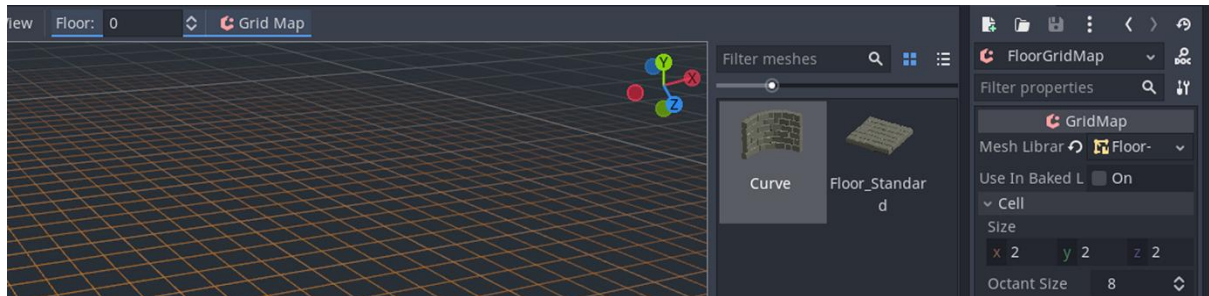
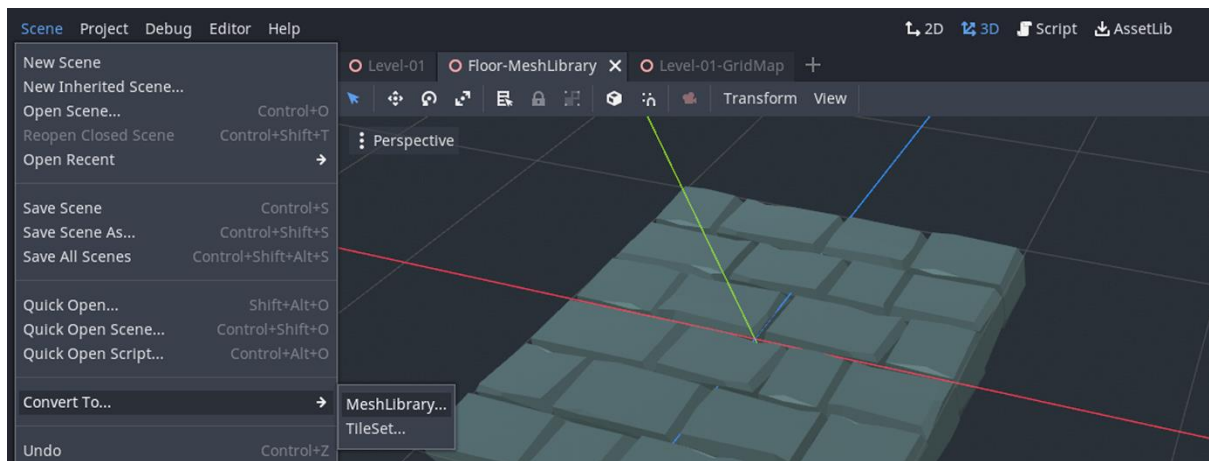




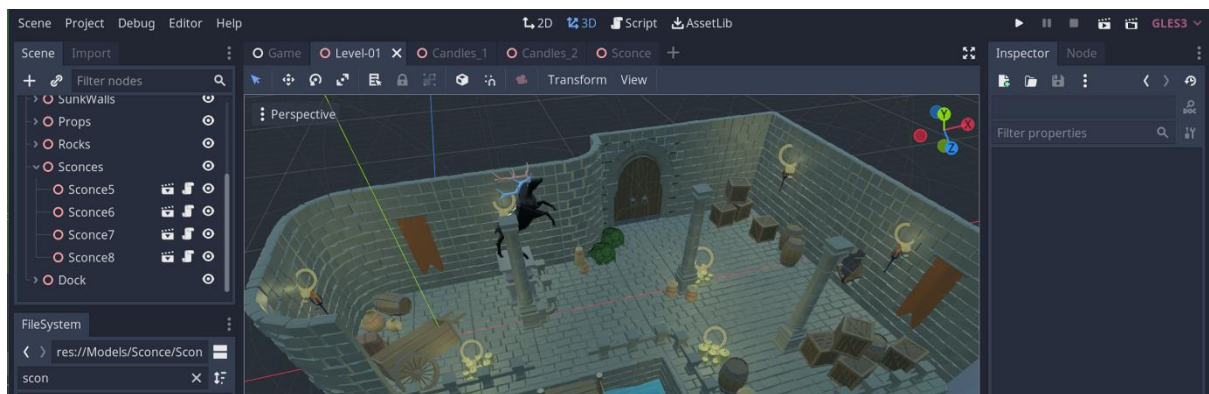
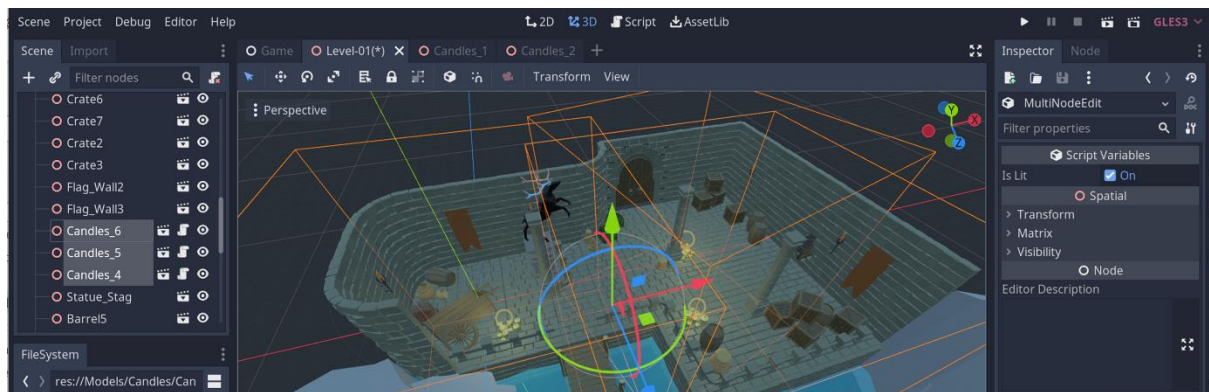
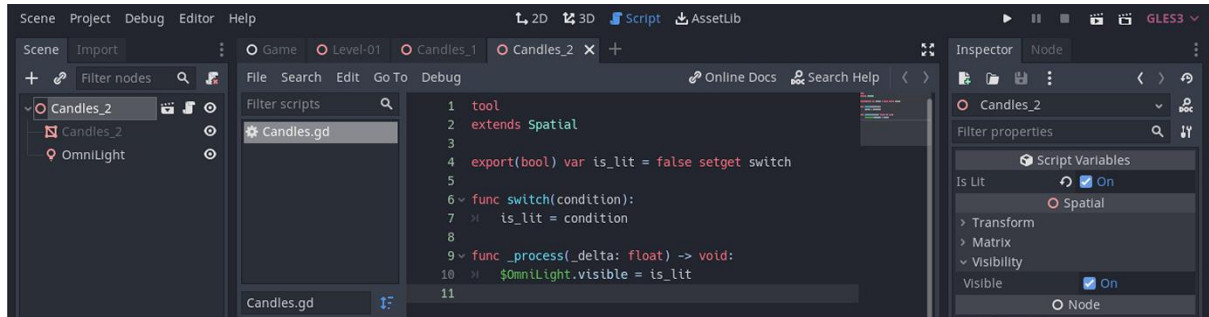


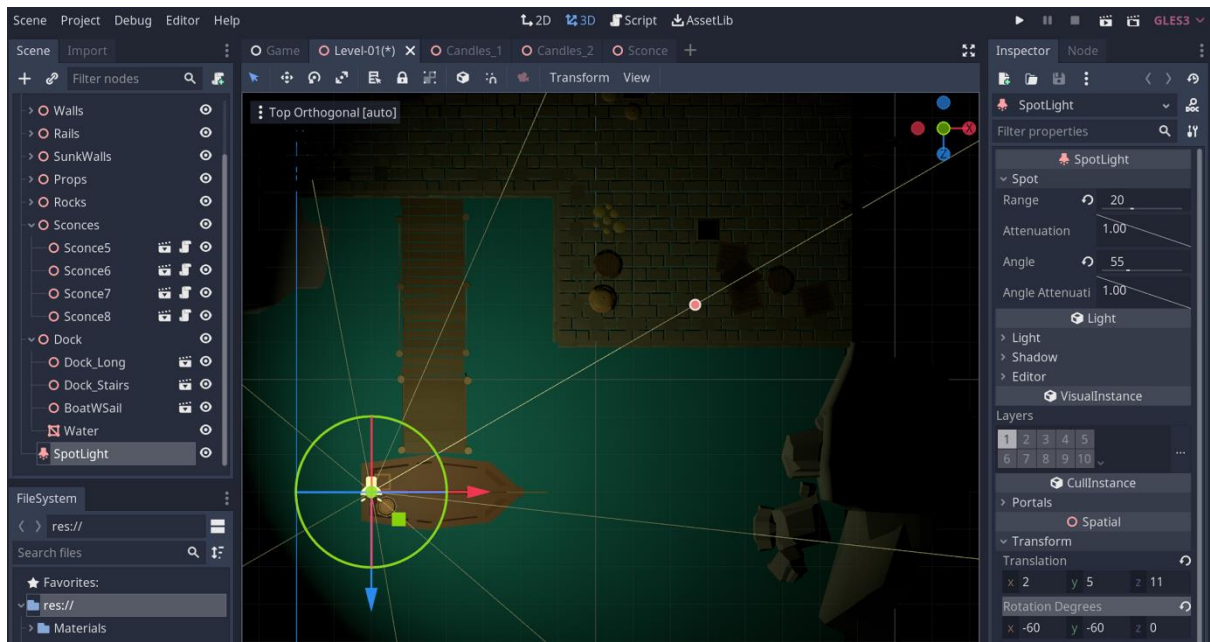




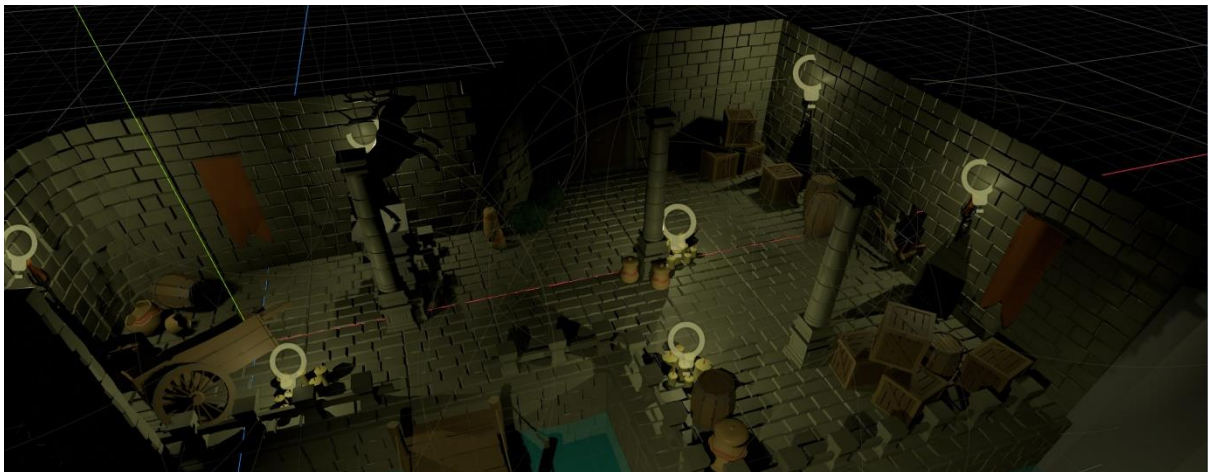
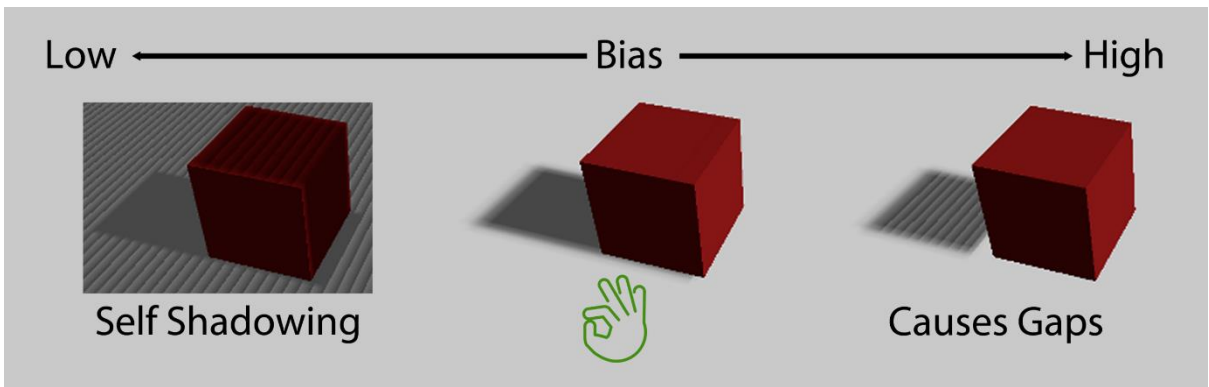


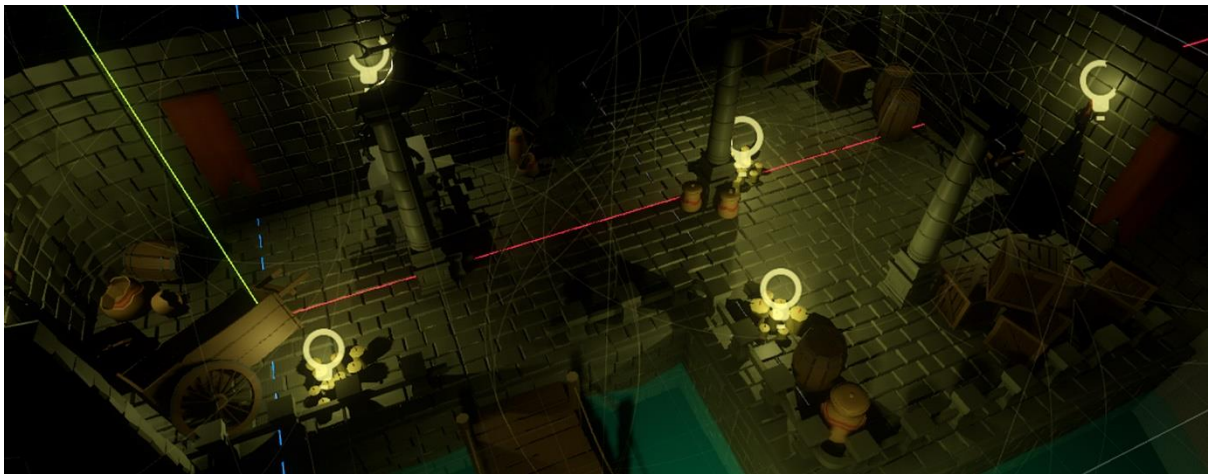
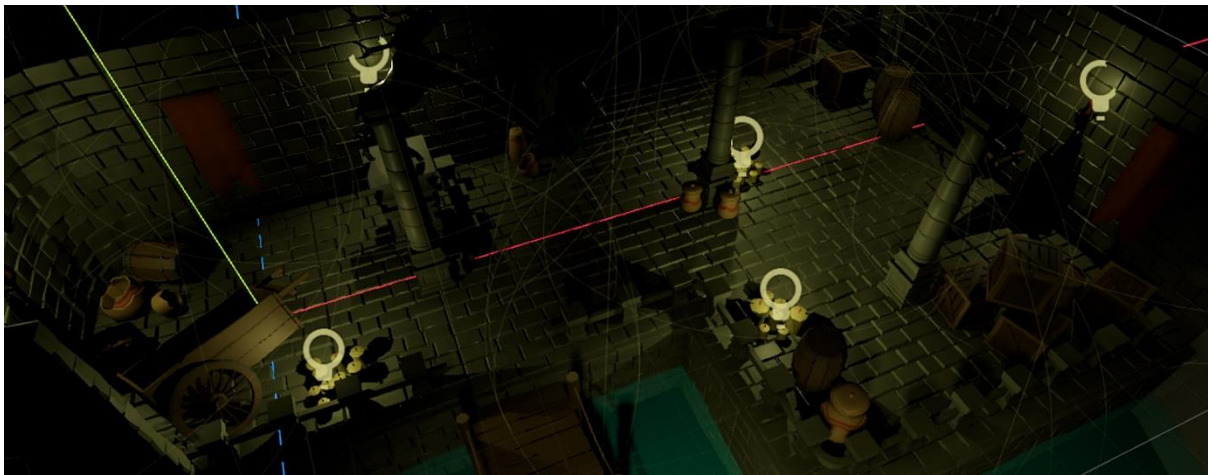
## Chapter 10: Making Things Look Better with Lights and Shadows



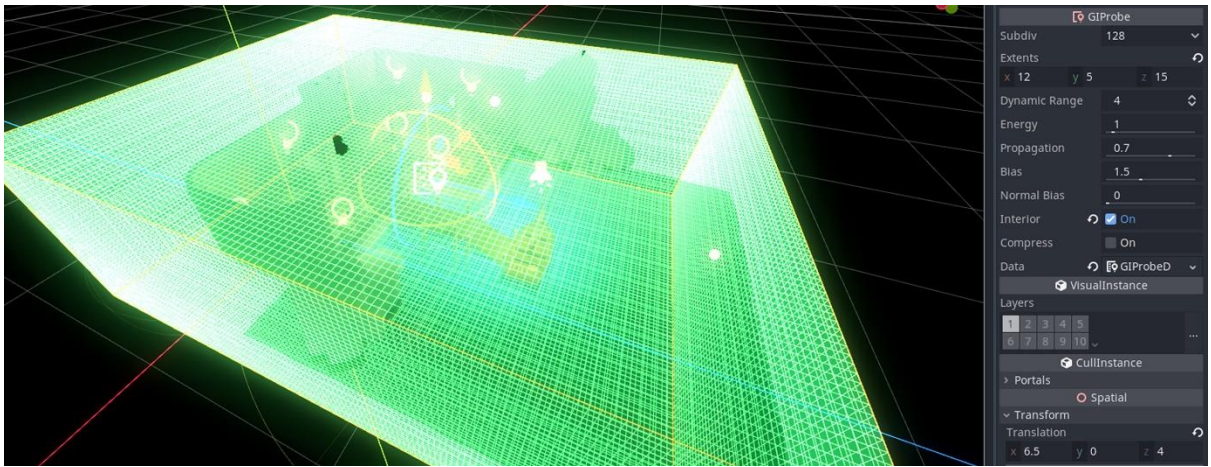




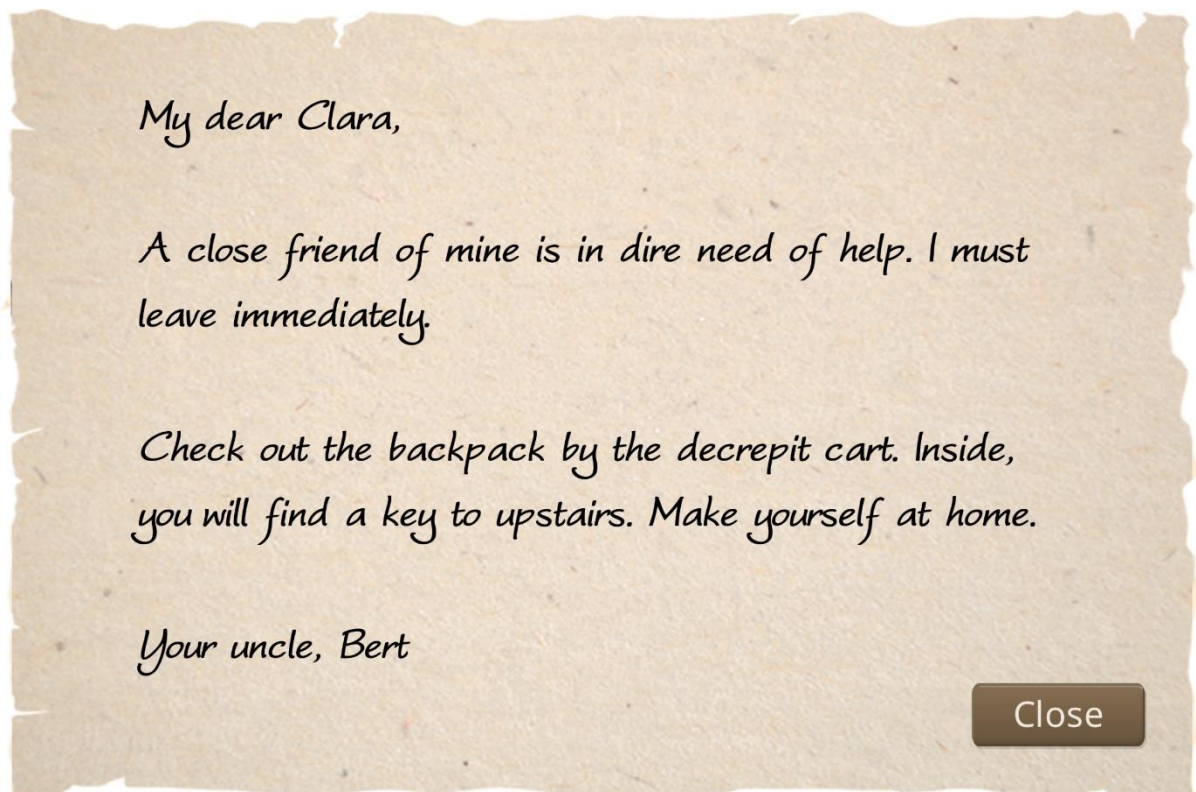
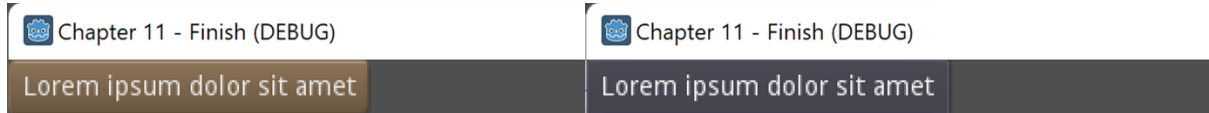


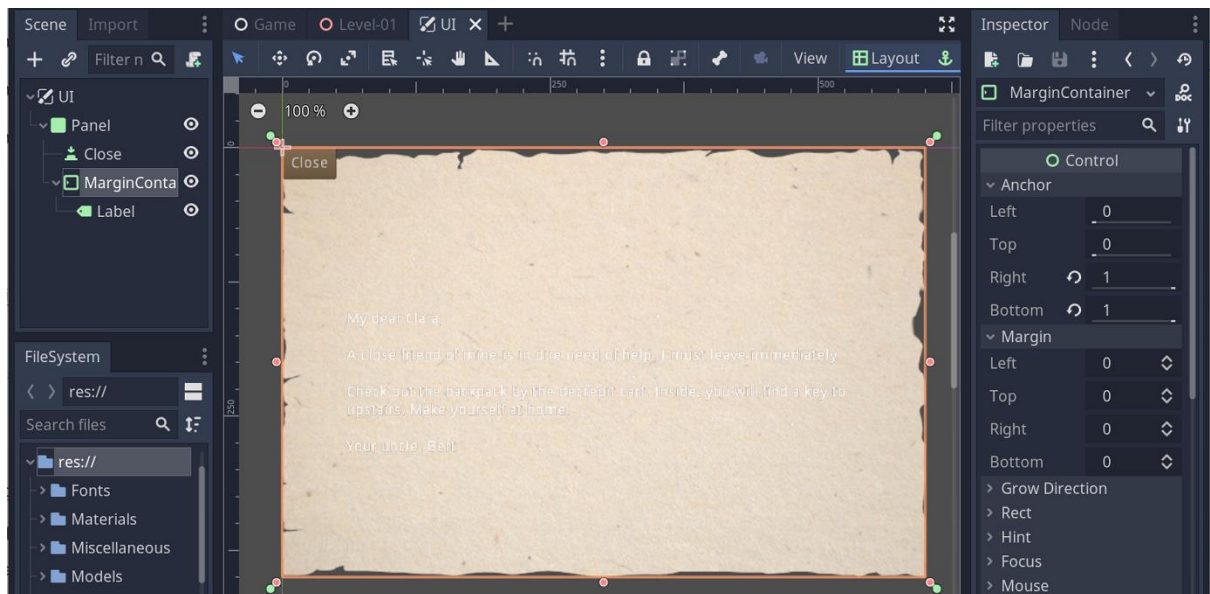
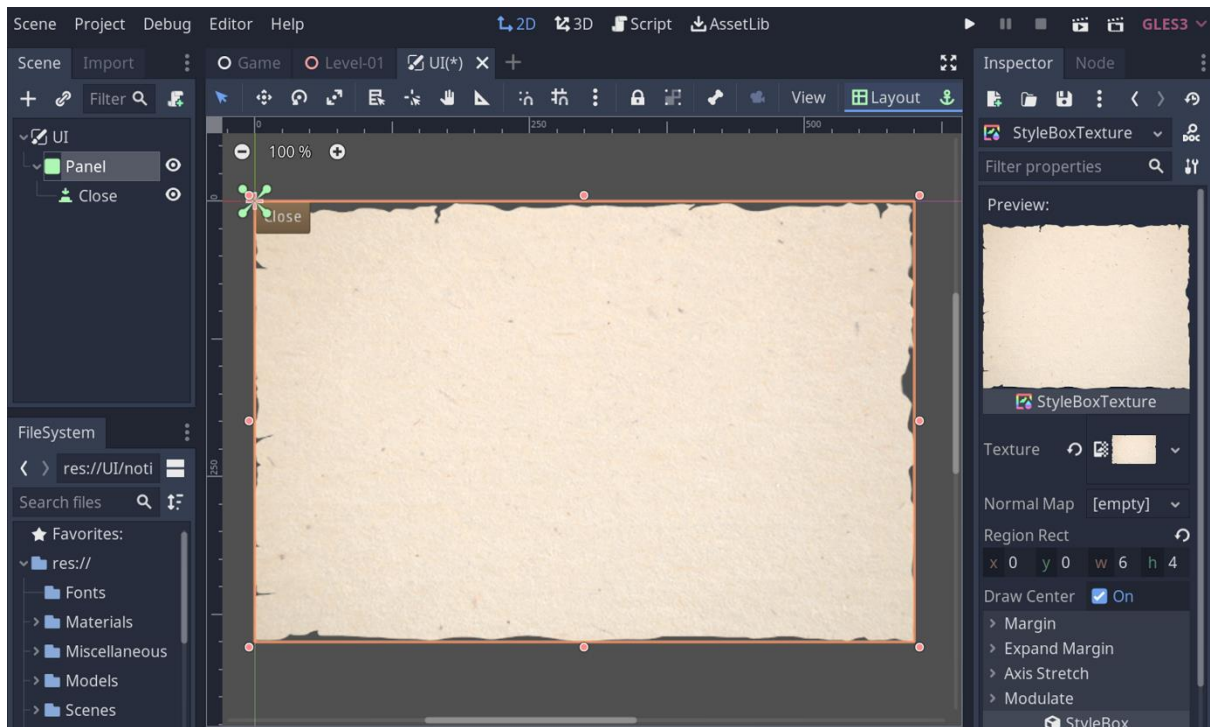




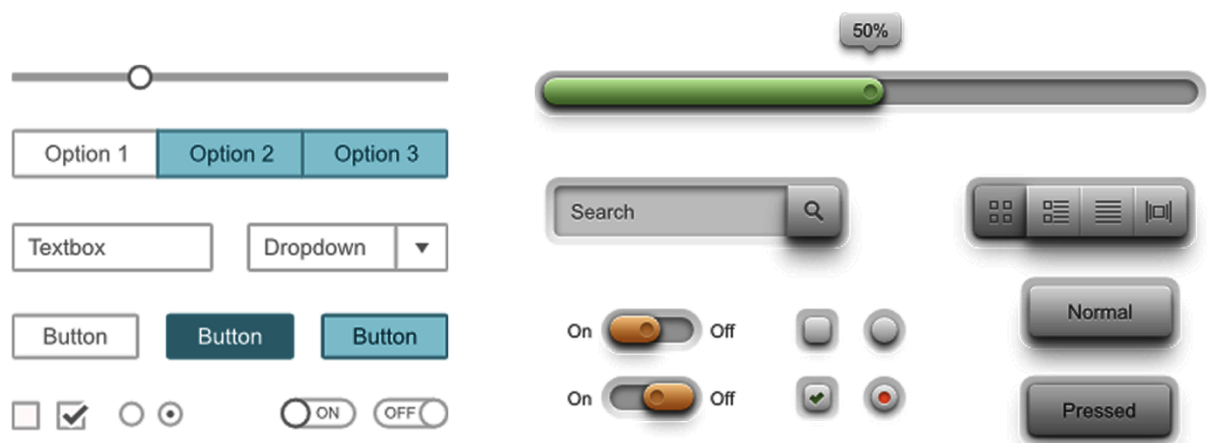
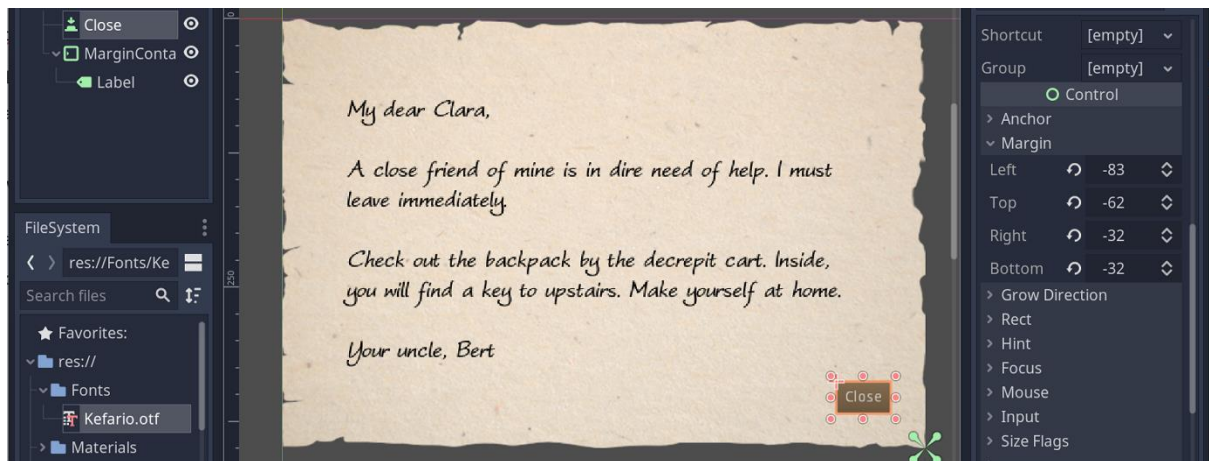
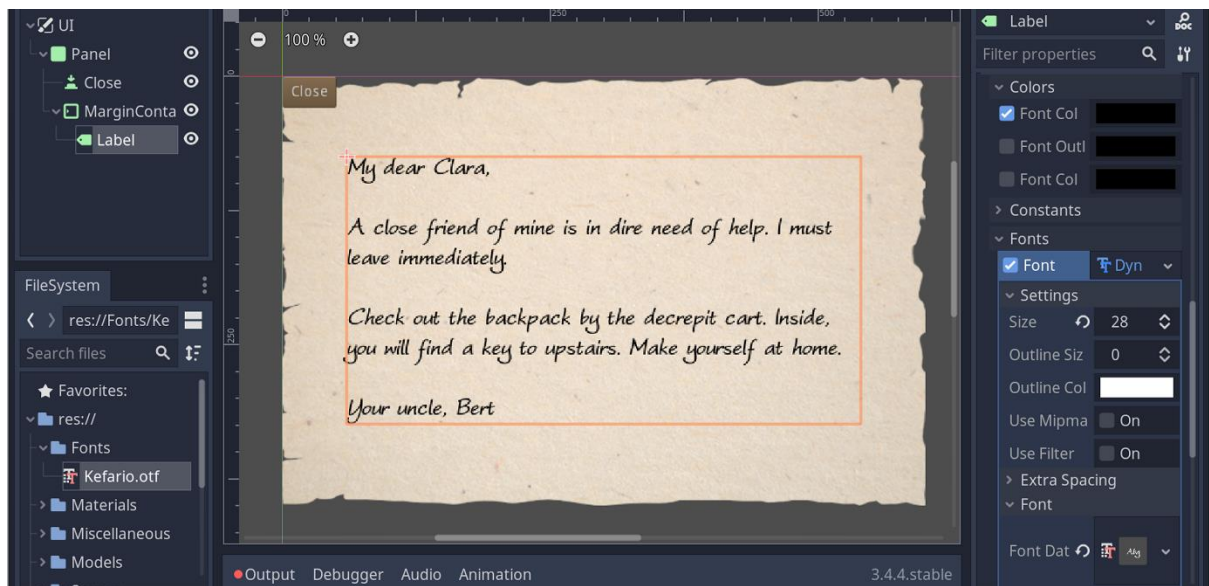


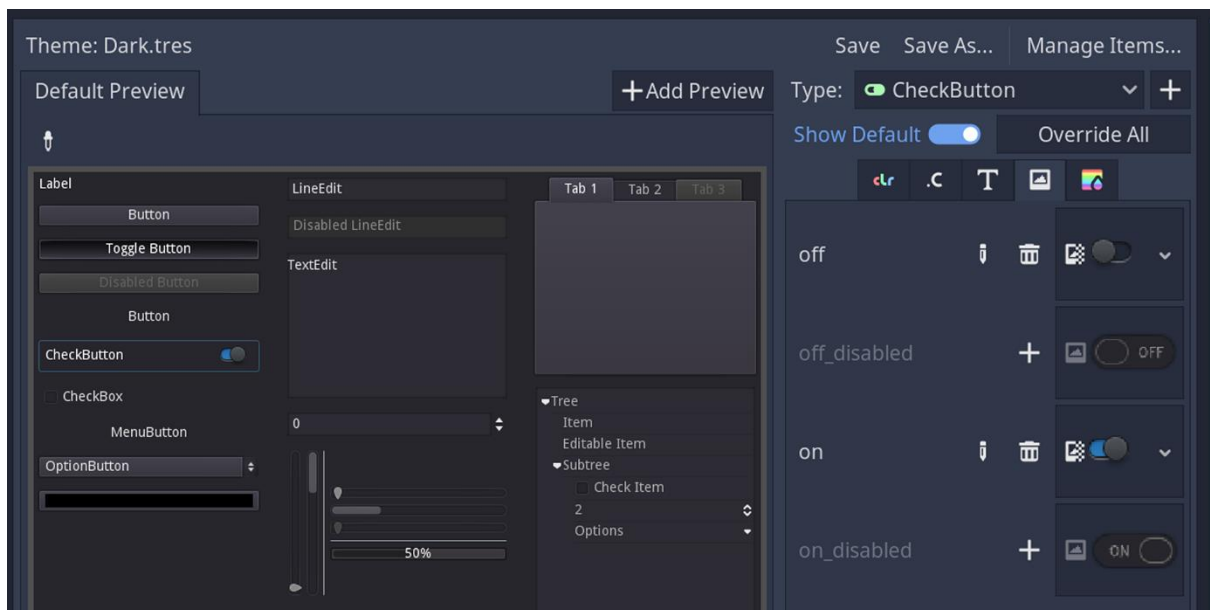
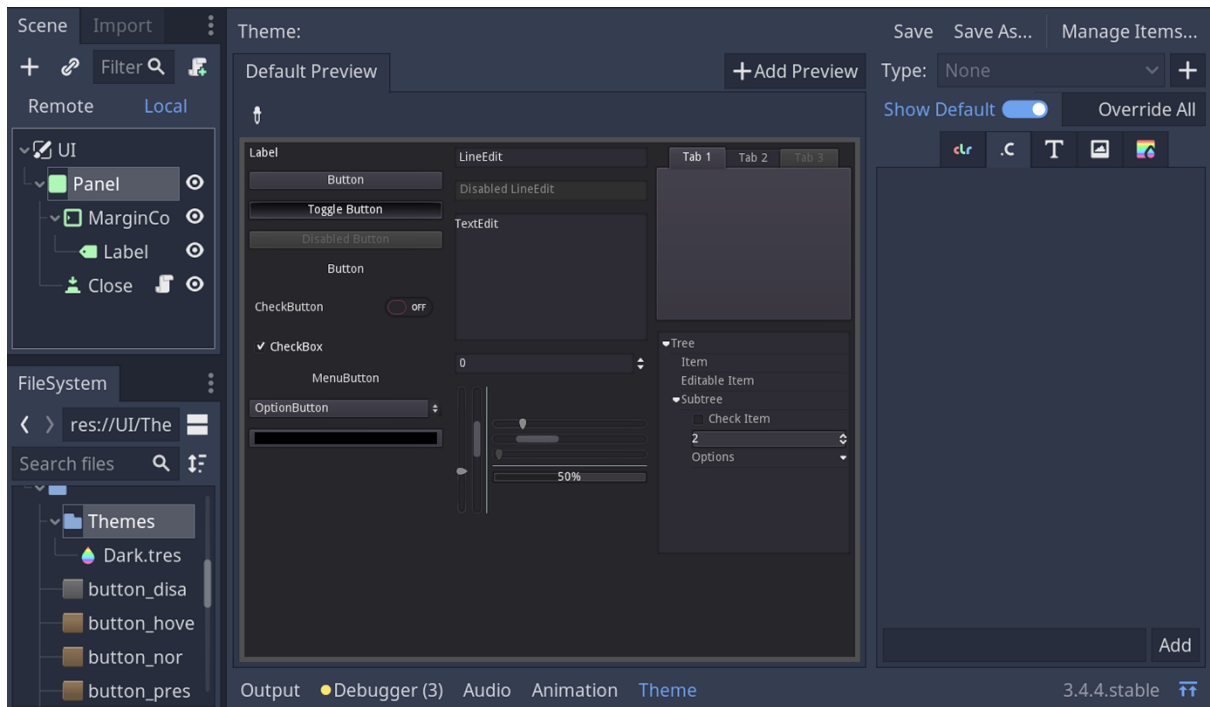
## Chapter 11: Creating the User Interface



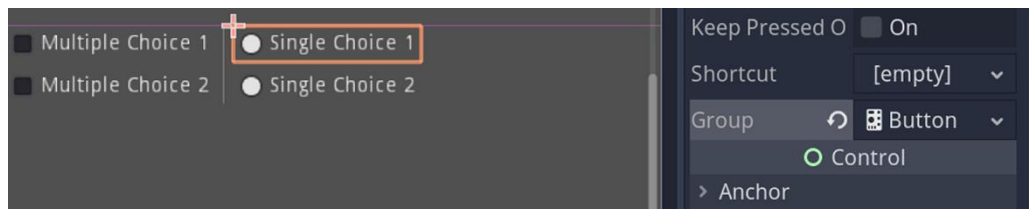
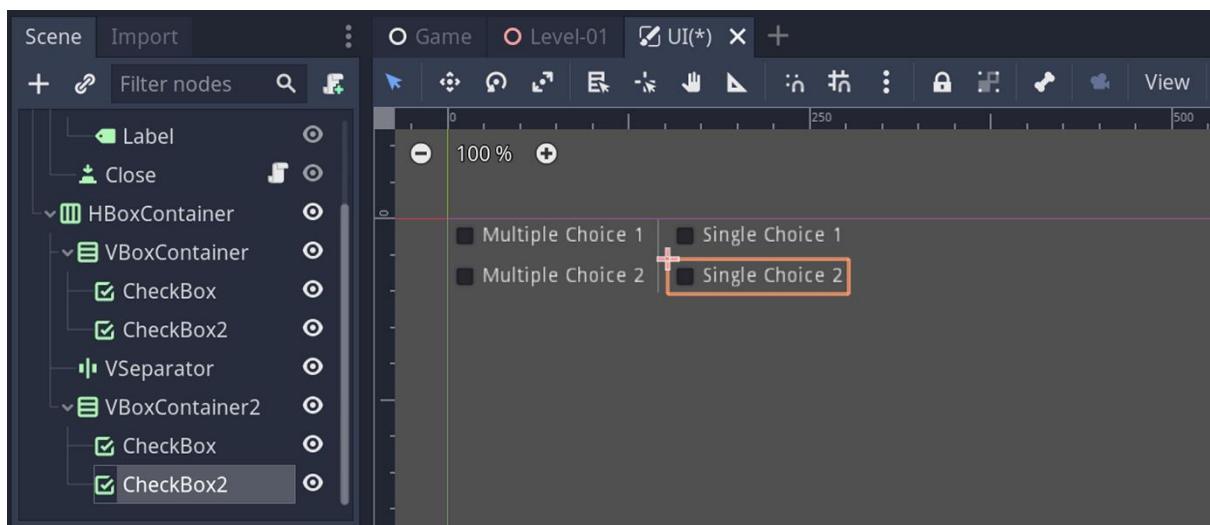
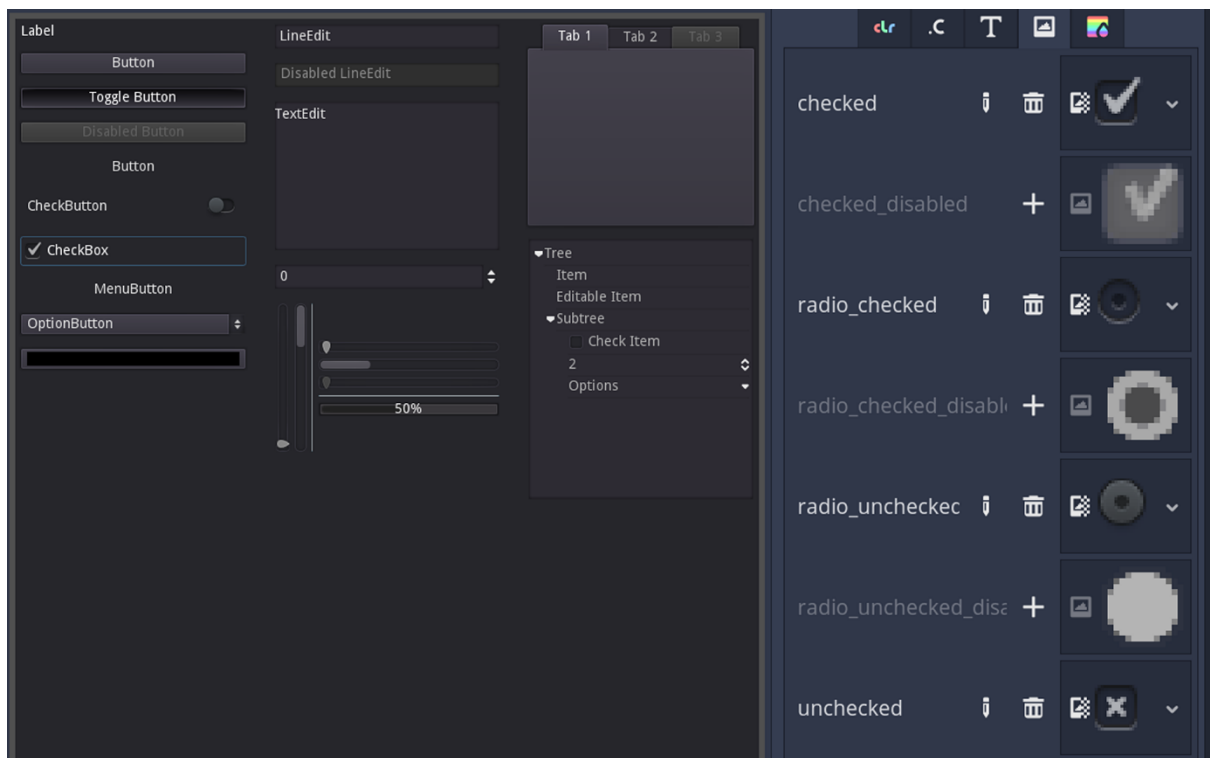


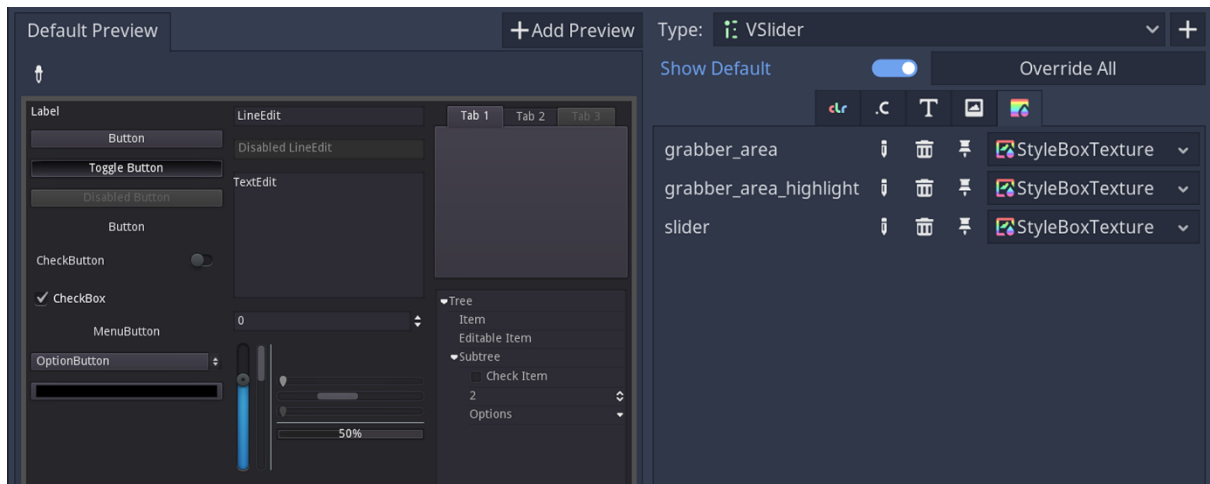




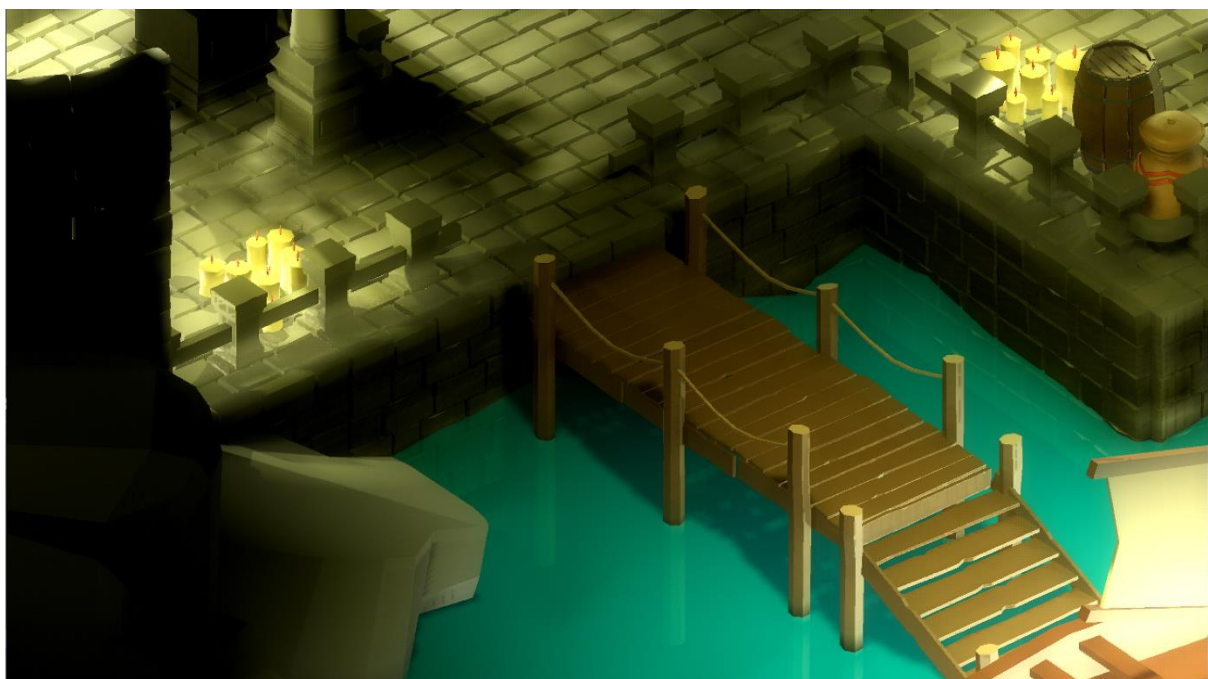


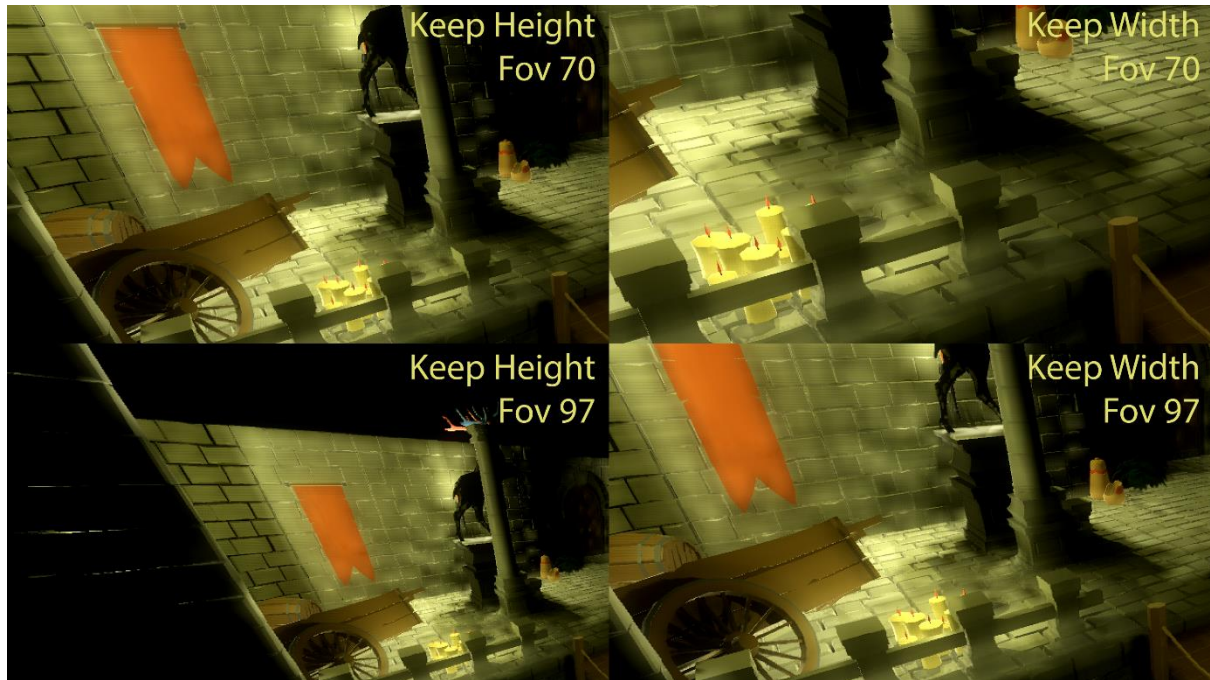
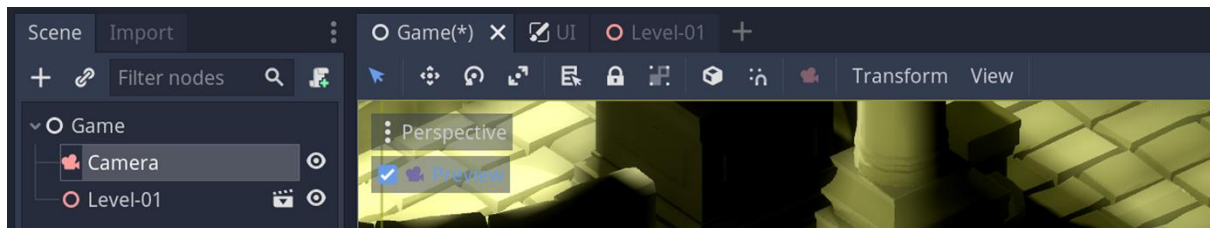




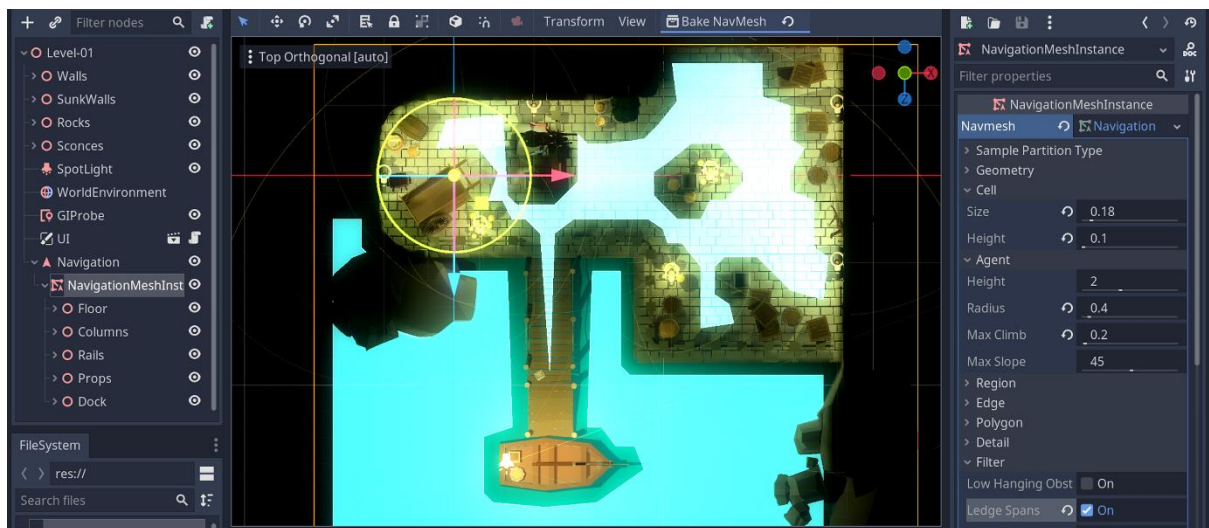
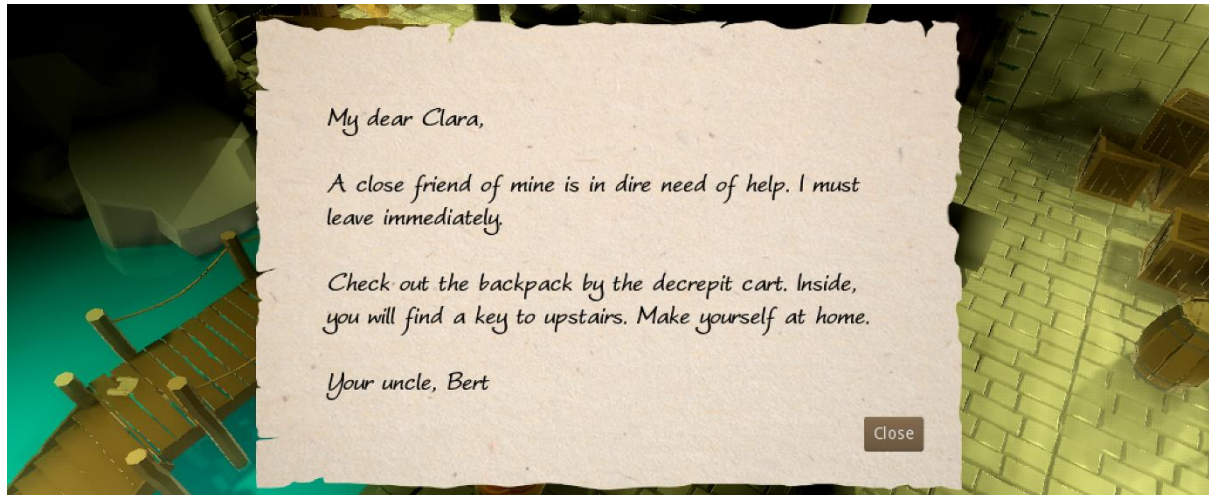
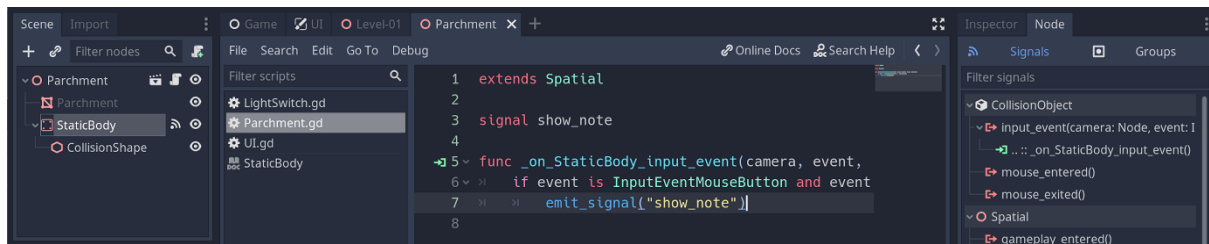


## Chapter 12: Interacting with the World through Camera and Character Controllers

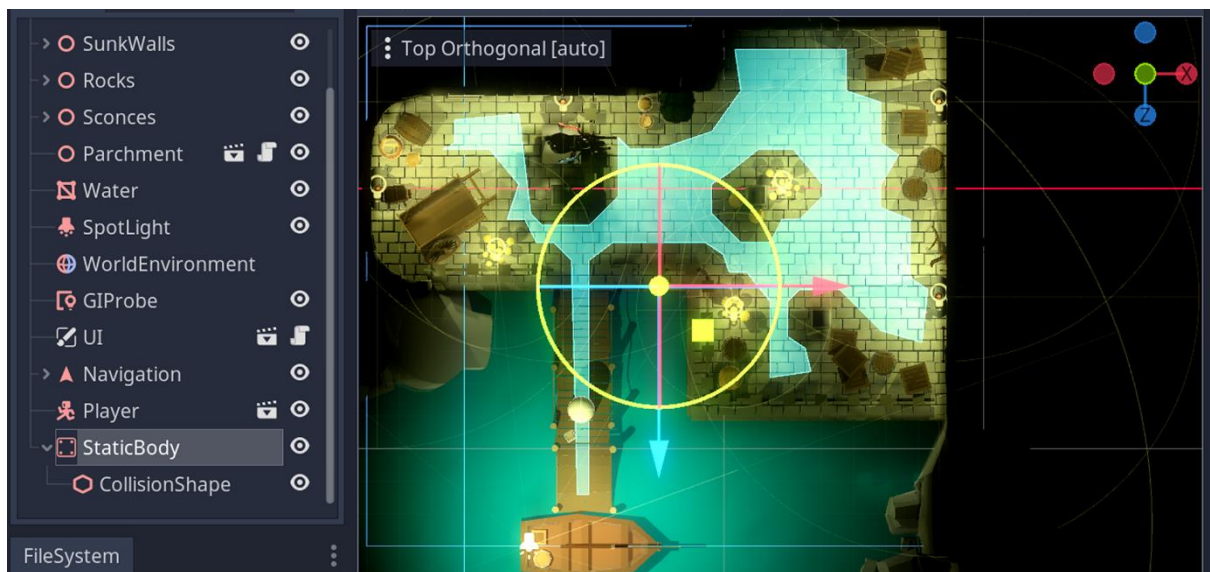
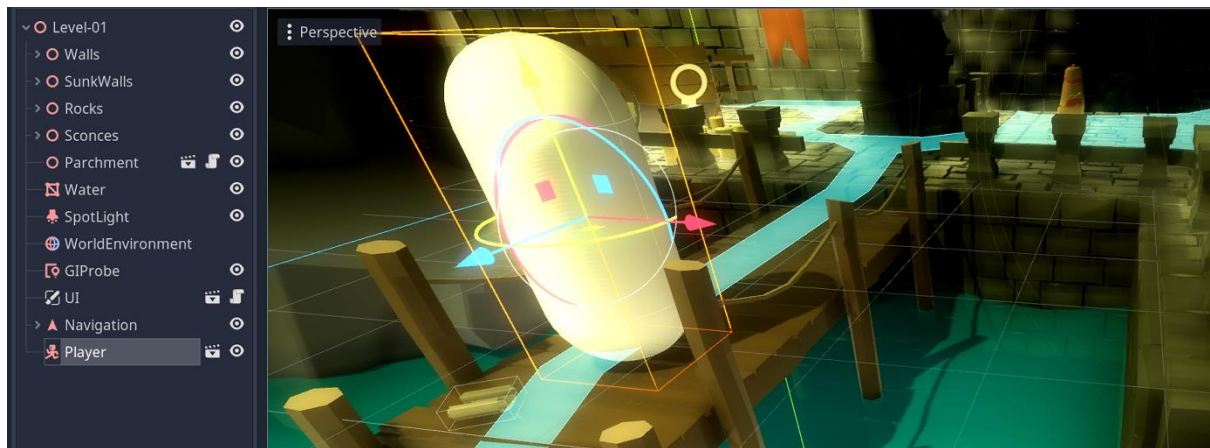
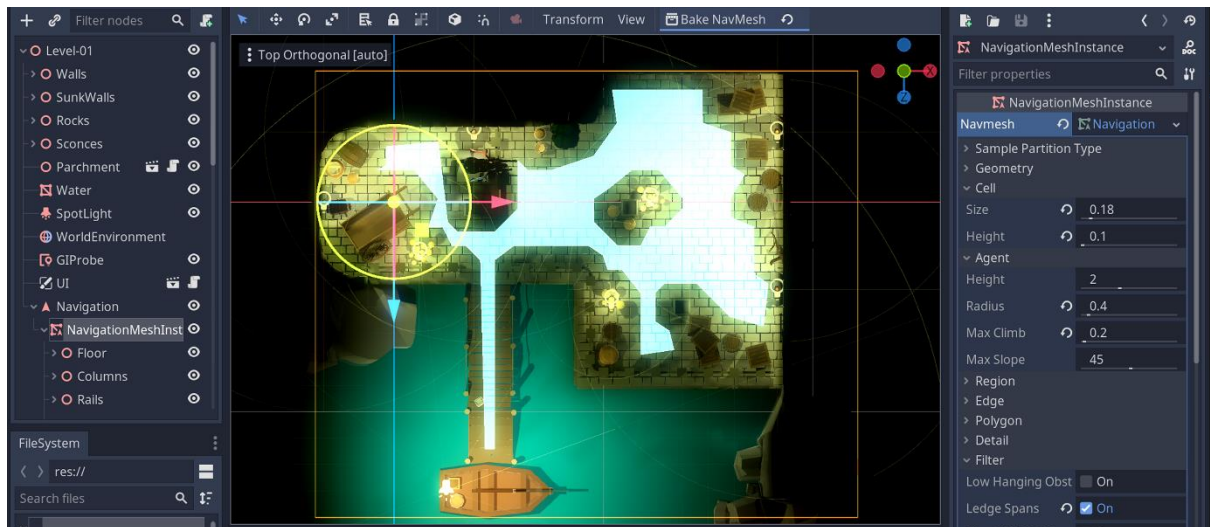


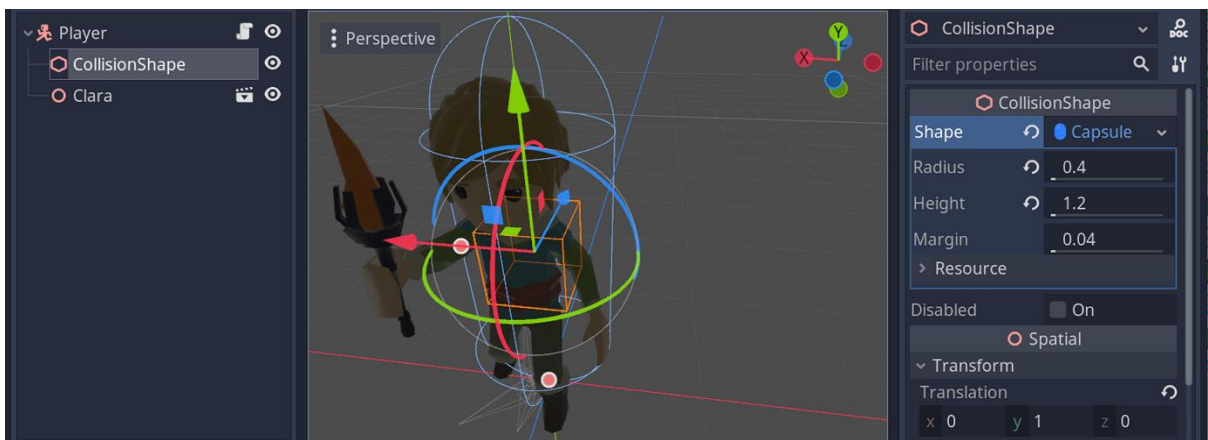






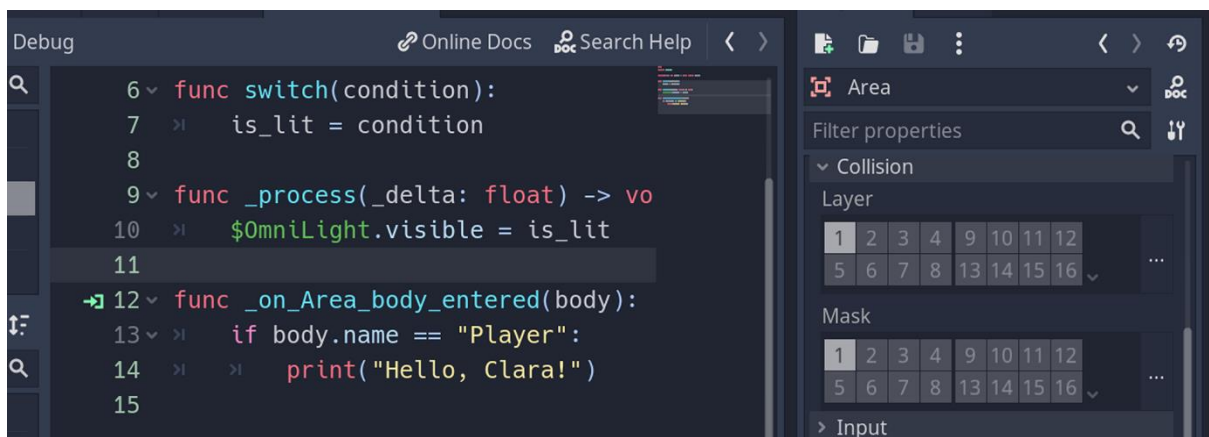
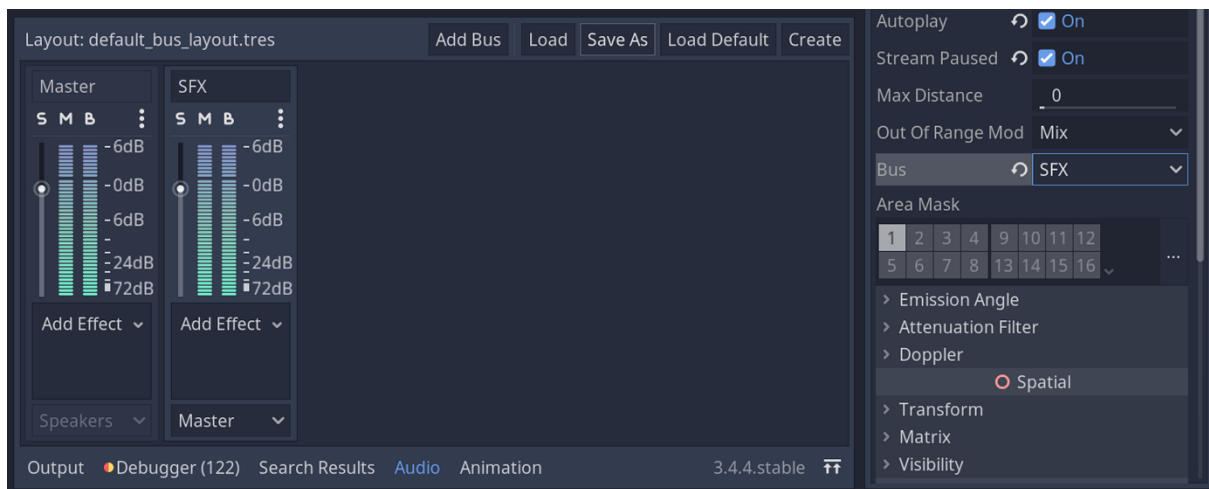




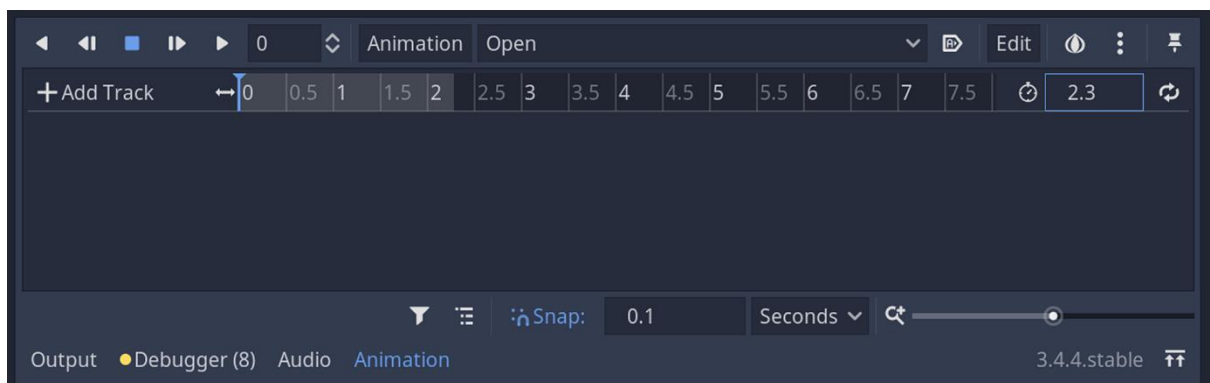
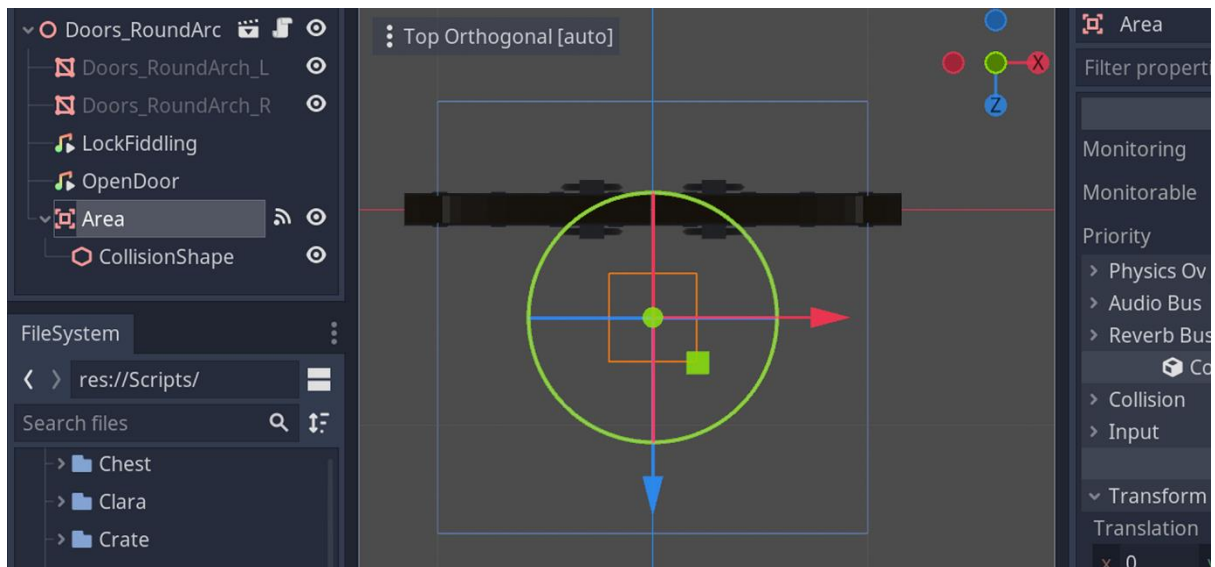
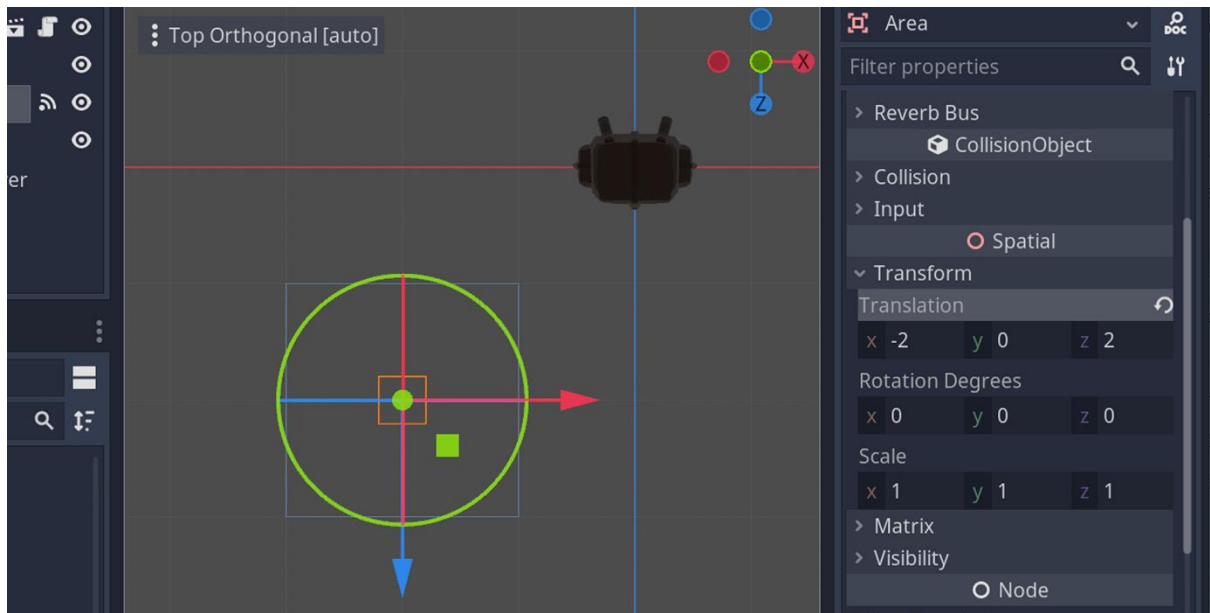




## Chapter 13: Finishing with Sound and Animation

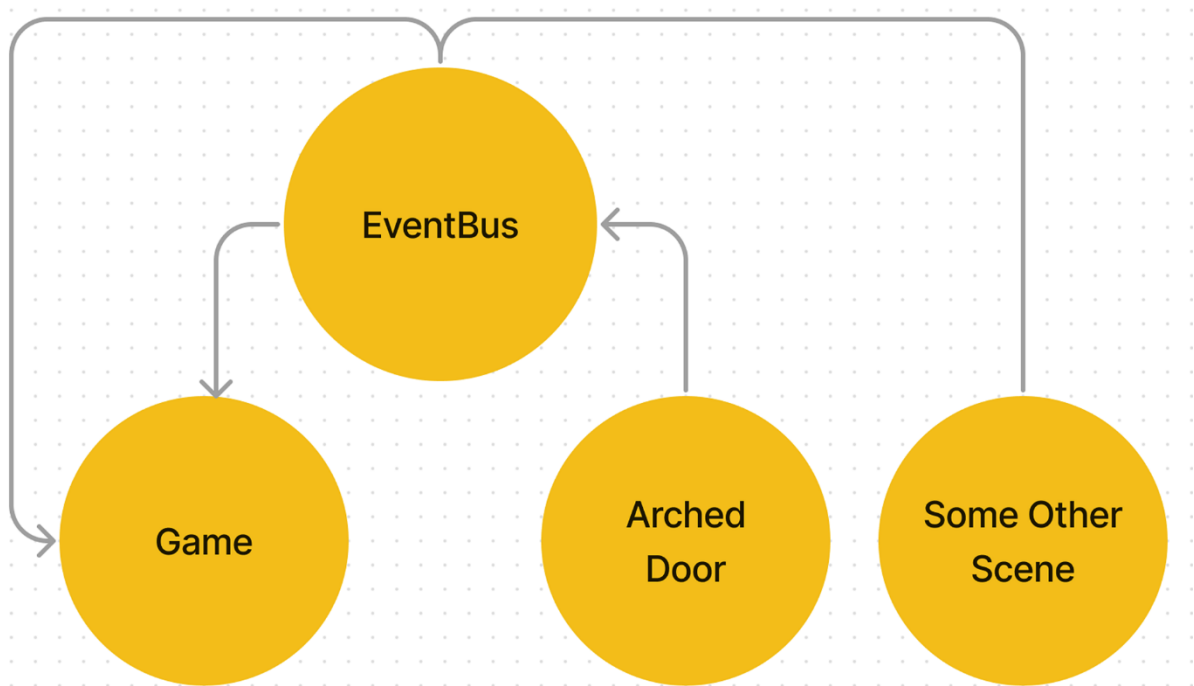
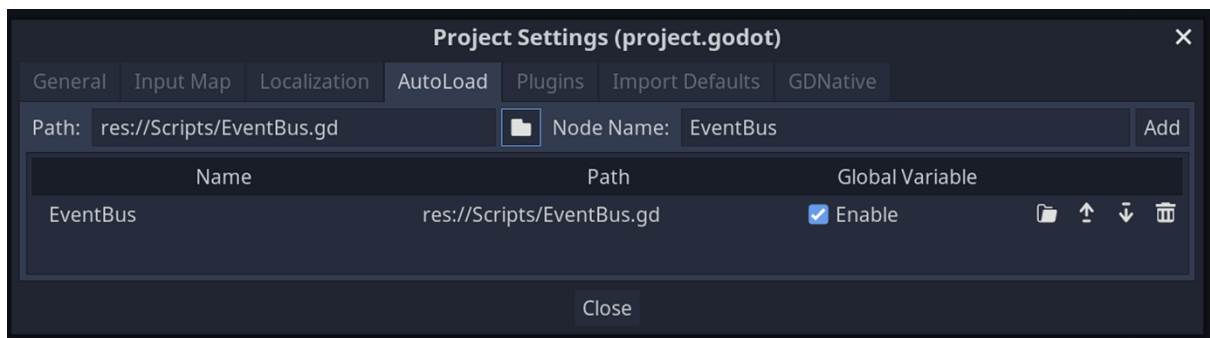
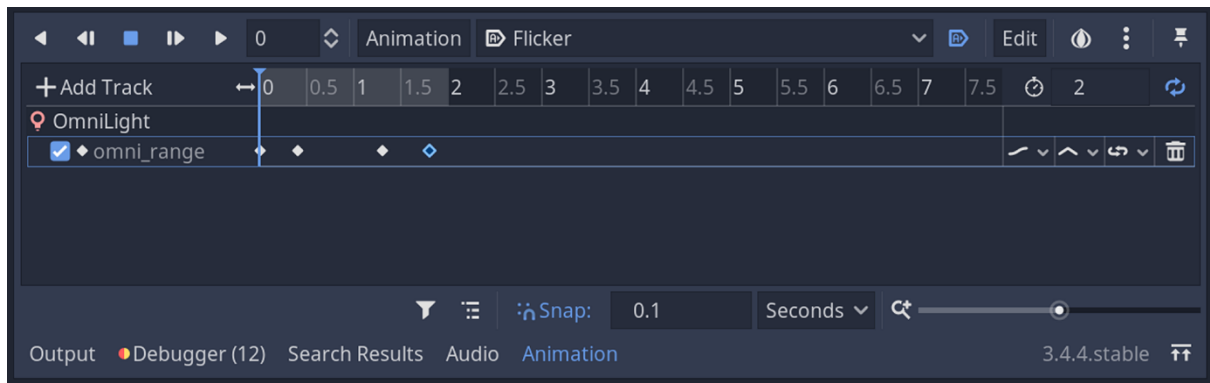














## Chapter 14: Conclusion

